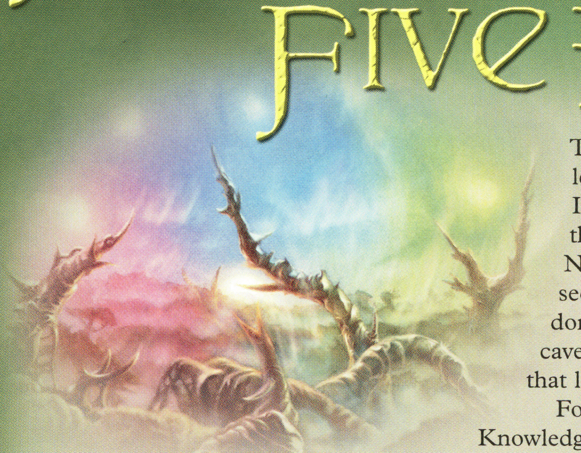
MAGIC
The Gathering®

FIFTH DAWN™

Illus. Matthew D. Wilson

PLAYER'S GUIDE

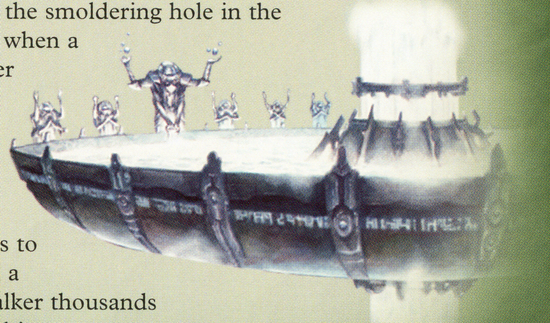
Five Dawns, Five Lacunae



The Cave of Light at the base of Taj-Nar, the leonin's most revered den, holds an ancient secret. If the old leonin abunas ever knew the truth behind the Cave's origin, they have long since forgotten it. Now the cave is the leonin's most sacred place and its secret is kept safe by its own holiness. What the abunas don't know is that the white light and mana inside the cave emanates from a *lacuna*—a rift in Mirrodin's surface that leads all the way down into its interior, to Memnarch.

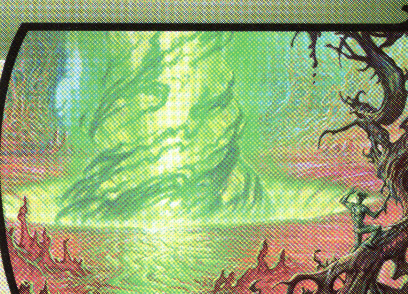
Four other lacunae on Mirrodin share this secret: the Knowledge Pool at the base of the vedalken city of Lumengrid; the Vault of Whispers deep within the Mephidross; the fiery belly of Kuldotha, the Great Furnace; and, at last, the smoldering hole in the Tangle where the Radix once lay. Each lacuna was created when a huge arcing column of mana erupted from Mirrodin's inner core, blasting a tunnel through the plane's metal skin. Immense spheres of mana now hang overhead, kept in orbit by Mirrodin's strange planar physics. They are the "suns" and now there is a fifth—a green sun.

It had been hundreds of years since the last arc flared into the sky. But with each new sun, Mirrodin's core strives to achieve a natural balance. The colorless plane of Mirrodin, a mathematically pristine world created by a golem planeswalker thousands of years ago, is finally being bent by the patterns of the multiverse.



Illus. Rob Alexander and Jeremy Jarvis

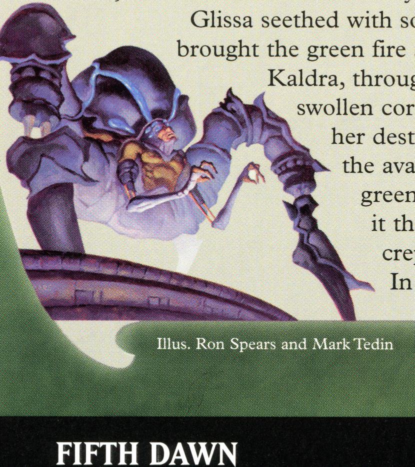
Glissa's Destiny



Memnarch knew the green dawn was approaching. The core was unstable; he could sense it. But despite his near omniscience over Mirrodin, he could not foresee that just one elf girl could bring about the last dawn. Nor did Glissa, for that matter. She thought all hope was lost. With a wave of his hand, Memnarch had turned the awesome Kaldra avatar on Glissa and her friends. Bosh gave his "life" so that Glissa and Slobad could escape, and the two of them fled to the Tangle, the only place Glissa thought she could fight the seemingly invincible avatar.

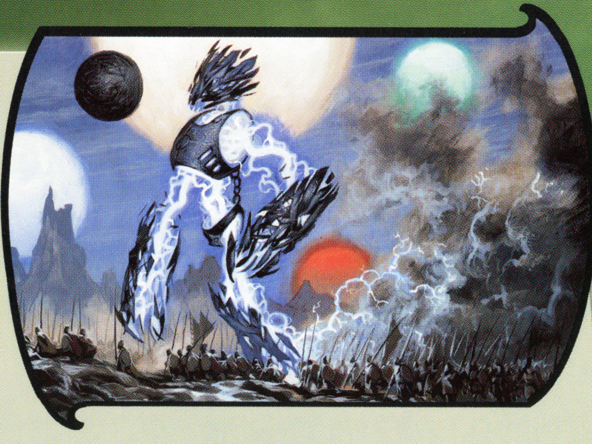
Kaldra tracked them relentlessly, eventually reaching the Tangle. The trolls of Tel-Jilad couldn't stop it; the avatar smashed through them as though they were glass toys. Glissa made her stand at the Radix, where she knew green mana flowed more readily. She called upon her "green fire," the pure green mana that she had learned to channel into magic. She wove a spell to bind the avatar, but it was no use. Without a hint of emotion, Kaldra hurled the goblin Slobad to the ground, grabbed Glissa, and turned to make its way back to Memnarch.

Glissa seethed with sorrow and rage for her friends and the futility of her quest. This rage brought the green fire as never before. As magic energy arced from her, downward through Kaldra, through the Radix, Glissa became a living conduit, and Mirrodin's swollen core at last erupted its colossal bolt of pure green mana. She had found her destiny. When Glissa regained consciousness, the Kaldra artifacts and the avatar they had summoned were gone, consumed by the torrent of raw green mana. The Radix had been replaced by a new lacuna, and around it the trees of the Tangle had been flattened. On the ground, vines crept and flowers bloomed—not metal ones, but new organic life. In the sky, the newly born green sun crackled and shimmered.



Illus. Ron Spears and Mark Tedin

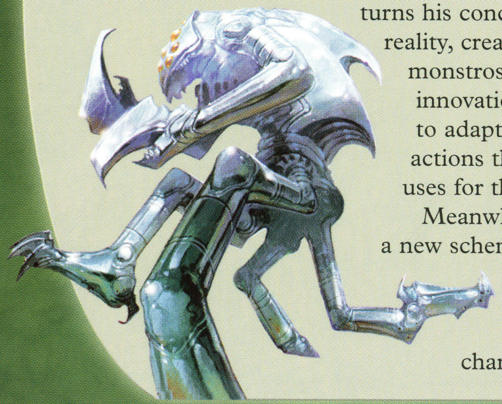
Solar Energy



Although Memnarch could not foretell the moment of the green sun's birth, he had many decades to prepare for its arrival. As in all things, Memnarch has been patient, deploying his plans and agents only as often as necessary. Lurking in his mind are scores of entirely new designs for prototype metal constructs—machines that can draw on the power of all five suns.

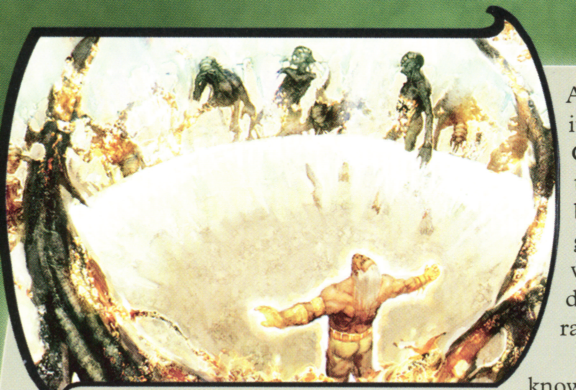
These creatures draw on the power of the mana used to summon or build them, growing stronger with each color of mana spent generating their metal shells. With the fifth sun now orbiting Mirrodin, Memnarch turns his concepts into reality, creating new monstrosities to tap the power of the new sun, as well as wicked innovations for his existing servants. Mirrodin's surface dwellers are quick to adapt, especially the vedalken Synod, who know more of Memnarch's actions than any other faction on the plane. They are inventing their own uses for the new artifact magic: weapons, devices, traps, and wards.

Meanwhile Memnarch moves amid the ruins of Panopticon formulating a new scheme to bring the elf girl to him. He is interested in something far greater than revenge—a plan that will enable him to finally transcend his role as Mirrodin's caretaker and to cleanse himself of the flesh he loathes. In an ironic turn, he will channel the core's energies just as Glissa did.



Illus. Dave Dorman and Christopher Moeller

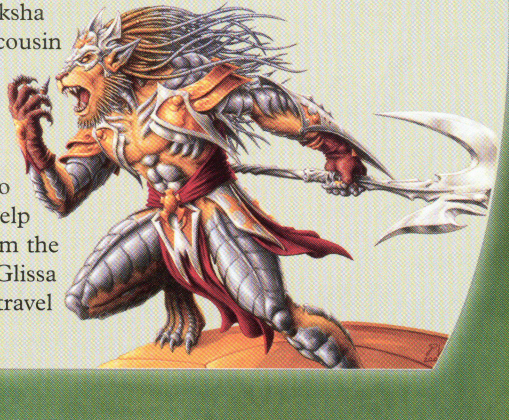
Wounded Pride



As though oblivious to the new sun and its omens, the nim press ever further into Glimmervoid and the Razor Fields. The leonin and their Auriok allies have fought wisely and bravely, but they are terribly outnumbered and are losing ground. To make matters worse, leonin and Auriok warriors alike start vanishing into thin air. They simply disappear without a trace, right in front of their comrades' eyes.

Raksha Golden Cub, the leader of the leonin tribes, knows that his people need a leader, but the young kha also knows that they will lose this fight unless some miracle occurs. He himself has been swiped by nim claws so many times that he must fall back into his healers' care. With his wounds too severe to continue fighting on the front line, Raksha hesitantly decides to put the prides under the command of his cousin Yshkar. Shortly afterward, Glissa reunites with Raksha and tells him the crushing truth about Memnarch. She also tells him of the soultraps, the relics that Memnarch used to bring life to Mirrodin hundreds of years ago.

With this news, Raksha finds new purpose. He may be too injured to swing a glaive at the necks of the nim, but he can help Glissa with a greater quest—one that might save them all from the collapsing gilded cage that Mirrodin has become. He joins Glissa and her friends to find the enslaved goblin Slobad as they travel to the nucleus of the Mephidross to meet its new despot.



Illus. Vance Kovacs and Pete Venters

Dawn at Last

by Brian Schneider, *Fifth Dawn*™ lead developer

Illus. Glen Angus

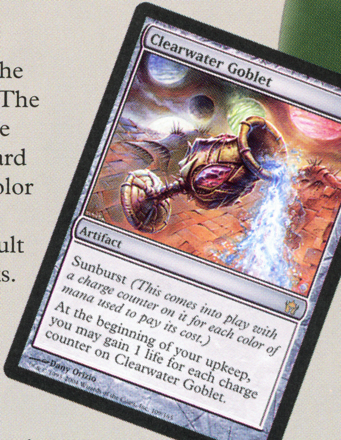
I really enjoyed working on the *Mirrodin*™ block as both a designer and developer. In my opinion, artifacts had never really received their due attention prior to the *Mirrodin* block and it's nice to see them finally get some. Go artifacts!

Before development of the *Fifth Dawn* set began, I wondered how the set could hope to adequately follow the parade of unique and powerful artifacts already included in the *Mirrodin* and *Darksteel*™ sets. Well, the set's designers solved that problem by coming up with even more new interesting artifact cards, and by exploring them in a more "colorful" way.

Bursting Forth

Sunburst, the hallmark new mechanic of the *Fifth Dawn* set, rewards the playing of artifacts using as many different colors of mana as possible. The idea for the mechanic came about when designers asked, "Wouldn't it be cool if artifacts remembered what colors were used to play them?" The card "Memory Stone"—a two-mana artifact that tapped for one mana of any color used to play it—was the first attempt at such a card, but it didn't work out particularly well in playtesting. If you had more than one in play, it was difficult to remember which Stone produced which colors, especially in five-color decks.

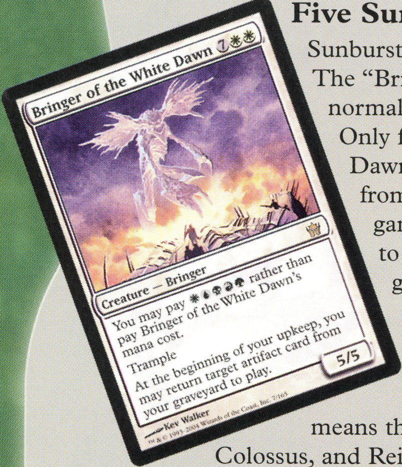
But all was not lost. It was clear from trying out the Stone and other "memorize" cards that there was something cool about using different colors of mana to impact how powerful an artifact's effect was. So the sunburst cards were designed, and they simply made the *number* of colors spent important, not the specific colors themselves. Much better! As a result, the sunburst cards are more powerful the more colors you play. For example, Clearwater Goblet is far better if you use five colors of mana to play it rather than one or two. So start adding different types of land to your artifact decks!



Sunburst (*This comes into play with a charge counter on it for each color of mana used to pay its cost.*)

At the beginning of your upkeep, you may gain 1 life for each charge counter on Clearwater Goblet.

Five Suns, Five Colors



You may pay ☀💧💀🔥🌳 rather than pay Bringer of the White Dawn's mana cost.

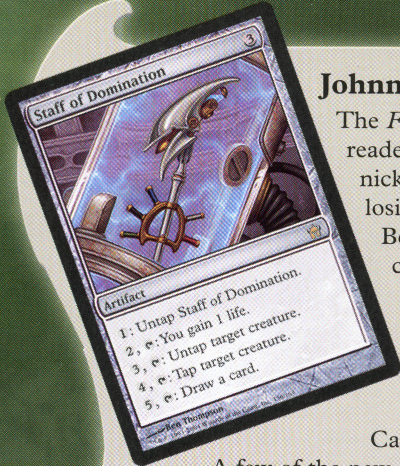
Trample

At the beginning of your upkeep, you may return target artifact card from your graveyard to play.

Sunburst isn't the only reason in the *Fifth Dawn* set to play lots of colors. The "Bringers of the Dawns"—gigantic, game-altering creatures that normally cost nine mana to play—have an alternative cost of ☀💧💀🔥🌳. Only five mana! My personal favorite of these is Bringer of the White Dawn because it allows you to reuse so many of the crazy artifacts from the *Mirrodin* block over and over again. I remember watching a game in R&D where Bringer of the White Dawn returned Mindslaver to play every turn! That combination pretty much means the game is over; it's hard to beat someone who's taking all your turns for you!

The five-color feel of the set doesn't stop with sunburst and the Bringers. Fist of Suns lets you play any spell in the game for ☀💧💀🔥🌳. That means that you can play big guns like Soulscour, Darksteel Colossus, and Reiver Demon for much less than their normal costs. Also, cards like Dawn Elemental that usually go only in monocolor decks can now be played in a five-color deck with ease. With the *Fifth Dawn* set, having access to every color of mana is more important than it has ever been before. Don't believe me? Go check out Door to Nothingness in the card encyclopedia!

Illus. Arnie Swekel


Staff of Domination
3
Artifact
1: Untap Staff of Domination.
2, ⟳: You gain 1 life.
3, ⟳: Untap target creature.
4, ⟳: Tap target creature.
5, ⟳: Draw a card.
Ben Thompson

Johnny's New Gadgets

The *Fifth Dawn* set is designed first and foremost to please "Johnny." Regular readers of **MagicTheGathering.com** already know that "Johnny" is R&D's nickname for a player who enjoys building creative decks, winning (or losing) with cool card combinations, and gaming with unparalleled style. Because the set was planned with such players in mind, there are a slew of cards that spawn new wacky combos. For example, Staff of Domination takes advantage of any combo that makes lots of mana (such as Mana Echoes and Pentavus, or Wirewood Channeler and Pemmin's Aura), allowing you to gain as much life and draw as many cards as you want! With "infinite" cards, "infinite" life, and "infinite" mana, you should be able to win any game—but with what? I recommend Goblin Cannon or Chimeric Coils—both from the *Fifth Dawn* set.

Illus. John Matson

A few of the new combos available in the *Fifth Dawn* set involve artifacts that cost one mana or less to play. In the past, most cheap artifacts didn't do much of note and were often ignored. But not anymore! You'll need to look closely at your cheap artifacts this time around. Trinket Mage lets you search your library for a cheap artifact, like Pyrite Spellbomb, and Auriok Salvagers will keep bringing it back from the graveyard over and over again. With Artificer's Intuition, you can retrieve old power artifacts like Cursed Scroll and Phyrexian Dreadnought—or the pesky new Myr Servitor—plus whatever other surprises you have up your sleeve. However, perhaps the best way to use cheap artifacts is . . .

The Ultimate Machine

The ultimate combo in the *Fifth Dawn* set involves four cards, known as the Stations. Each one has its own unique ability, but together they form the "Great Machine." With all four pieces in play, you can send a cheap artifact through the machine to deal infinite damage *and* dump your opponent's entire library into his or her graveyard! That's right—as soon as you build the machine, you win the game. Of course, the details of how it works are much more complicated than that, but figuring it out is half the fun!

Summoning
Grinding Sta
Blasting Stat
Salvaging Station
6
Artifact
⟳: Return target noncreature artifact card with converted mana cost 1 or less from your graveyard to play.
Whenever a creature is put into a graveyard from play, you may untap Salvaging Station.
Greg Staples

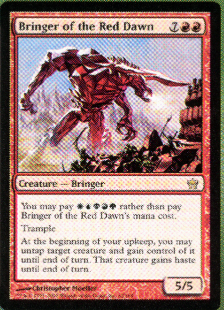
The *Fifth Dawn* set is packed with many other cool new features. There's a card-filtering mechanic called scry, a cycle of "eternal" Beacon spells that get shuffled back into your library, new Equipment that can be moved at instant speed, a creature that you can play more than four copies of, ... This could go on for some time! I'm going to stop and let you discover the rest of the set for yourself. Enjoy the *Fifth Dawn* set, the beginning of another exciting new day for the **Magic**® game!

The Ten Coolest Fifth Dawn

by Devin Low,
Fifth Dawn developer

1. "Bringers of the Dawns"

What could be better than getting a 5/5 trampler for just five mana? Try adding a powerful effect every single turn. Then make that effect absolutely free! This cycle of five awesome creatures allows you to do some truly insane things: draw two extra cards, return an artifact to play, steal an opponent's creature, create a 3/3 creature token, or search your deck for any card . . . over and over again.



Bringer of the Red Dawn 7●●

Creature — Bringer

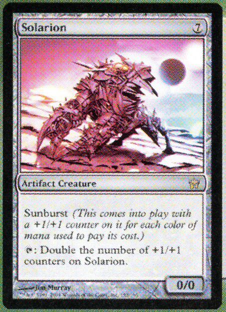
You may pay ●●●●● rather than pay Bringer of the Red Dawn's mana cost.

Trample

At the beginning of your upkeep, you may untap target creature and gain control of it until end of turn. That creature gains haste until end of turn.

Christopher Moeller

5/5



Solarion 7

Artifact Creature

Sunburst *(This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)*

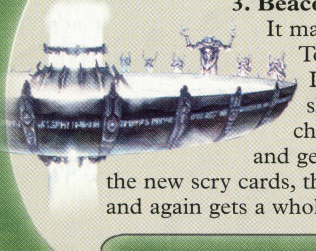
↷: Double the number of +1/+1 counters on Solarion.

Jim Murray

0/0

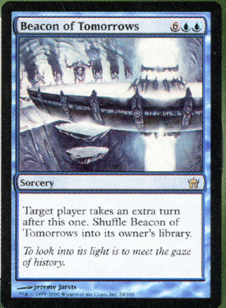
2. Solarion

Most players have stories about "the biggest creature I ever had." Solarion looks to break a lot of those records. With the ability to double its size each turn permanently for no mana, the only real question is how big do you want it to be? Solarion usually hits the board as a 5/5. Four turns later, it can attack as a 40/40. Any questions?



3. Beacon of Tomorrows

It may be expensive, but the raw power of Beacon of Tomorrows allows you to take control of time itself. Like all the other Beacons in the *Fifth Dawn* set, it shuffles itself right back into your deck, so there's a chance you could draw it again on your extra turn and get *another* turn after that. And if you're playing with the new scry cards, the chance of drawing Beacon of Tomorrows again and again gets a whole lot better.



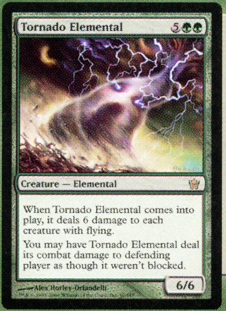
Beacon of Tomorrows 6●●

Sorcery

Target player takes an extra turn after this one. Shuffle Beacon of Tomorrows into its owner's library.

To look into its light is to meet the gaze of history.

Jeremy Jarvis



Tornado Elemental 5●●

Creature — Elemental

When Tornado Elemental comes into play, it deals 6 damage to each creature with flying.

You may have Tornado Elemental deal its combat damage to defending player as though it weren't blocked.

Alex Horley-Orlandelli

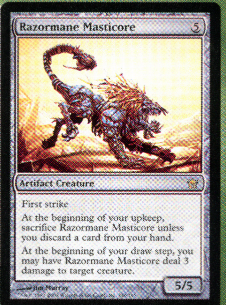
6/6

4. Tornado Elemental

Sick of your big creatures getting chump-blocked while fliers cruise over their heads? Tornado Elemental solves both problems, wiping out the entire air force and dealing massive damage to your opponent whether it gets blocked or not. Oh, and this happens to come on a 6/6 body. Your opponent has Two-Headed Dragon? Platinum Angel? Akroma, Angel of Wrath? Dead, dead, dead!

5. Razormane Masticore

The original Masticore from the *Urza's Destiny*™ set terrorized players at kitchen tables and tournament tables alike. Now big brother's here, and he's angry. Razormane Masticore beats the original in a fight and needs no mana to use, gunning down your opponent's army while roaring in for 5 damage a turn. Don't like discarding? Eon Hub gets around the upkeep drawback.



Razormane Masticore 5

Artifact Creature

First strike

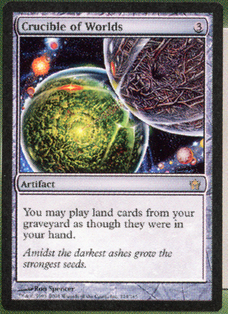
At the beginning of your upkeep, sacrifice Razormane Masticore unless you discard a card from your hand.

At the beginning of your draw step, you may have Razormane Masticore deal 3 damage to target creature.

Jim Murray

5/5

Cards


Crucible of Worlds 3

Artifact

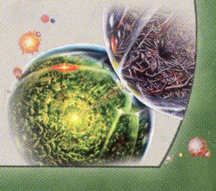
You may play land cards from your graveyard as though they were in your hand.

Amidst the darkest ashes grow the strongest seeds.

Ron Spencer

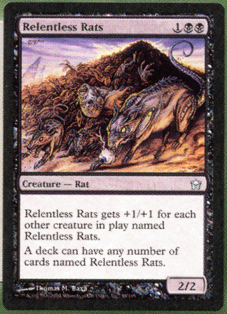
6. Crucible of Worlds

Magic players all over the world pulled together on **MagicTheGathering.com** and made this card themselves through a series of votes. The Crucible is a nightmare for land-destruction decks. And it can be just as powerful when you put lands into your graveyard yourself. Try cycling Barren Moor from the *Onslaught*™ set, and then play it as your land for the turn. Or, if you use the *Onslaught* "fetch lands," like Wooded Foothills, you can sacrifice them again and again.



7. Relentless Rats

Relentless Rats throws one of the fundamental rules of the **Magic** game right out the window. Four copies per deck? Maybe you'd rather play eight Relentless Rats. Or fourteen. Or forty-three! And each one makes the others bigger! By the time you play your fifth 6/6, your opponents will be wishing they had forty-three Pacifisms.


Relentless Rats 1

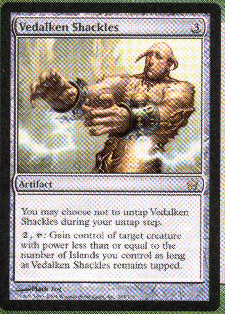
Creature — Rat

Relentless Rats gets +1/+1 for each other creature in play named Relentless Rats.

A deck can have any number of cards named Relentless Rats.

Thomas M. Baxa

2/2


Vedalken Shackles 3

Artifact

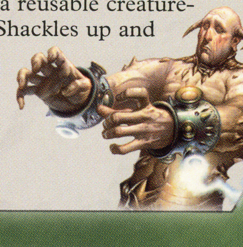
You may choose not to untap Vedalken Shackles during your untap step.

2, : Gain control of target creature with power less than or equal to the number of Islands you control as long as Vedalken Shackles remains tapped.

Mark Zug

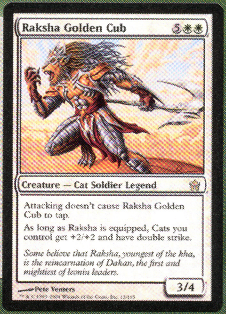
8. Vedalken Shackles

If stealing an opponent's creature is a cruel trick, then a reusable creature-stealing artifact is super cruel. Once you get Vedalken Shackles up and running against a creature deck, your opponent had better find a Shatter quickly or get ready to scoop. To increase your opponent's suffering, use the Shackles in combination with cards like Blasting Station that allow you to sacrifice creatures. Sacrificing creatures is always more fun when they're someone else's!



9. Raksha Golden Cub

Equipped with a simple Bonesplitter (which gives a creature +2/+0), Raksha Golden Cub hits for an insane 14 damage with each swing (and he doesn't even tap to attack). And the bonuses don't stop there as Raksha turns all of your other Cats into huge monsters. Even the tiny 2/2 Leonin Skyhunter swings in for 8 damage a turn when inspired by an equipped Raksha.


Raksha Golden Cub 5

Creature — Cat Soldier Legend

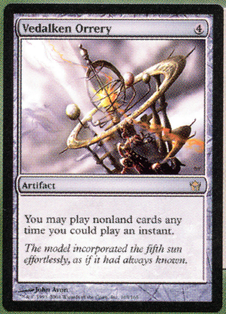
Attacking doesn't cause Raksha Golden Cub to tap.

As long as Raksha is equipped, Cats you control get +2/+2 and have double strike.

Some believe that Raksha, youngest of the kha, is the reincarnation of Dakan, the first and mightiest of leonin leaders.

Pete Venters

3/4


Vedalken Orrery 4

Artifact

You may play nonland cards any time you could play an instant.

The model incorporated the fifth sun effortlessly, as if it had always known.

John Avon

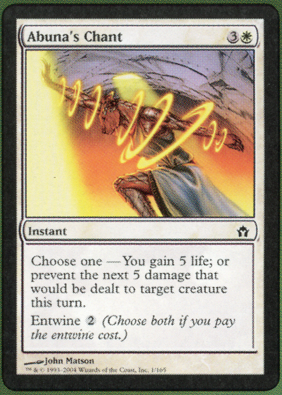
10. Vedalken Orrery

With the Orrery in play, you can respond to just about anything *with* anything. For ten years, the **Magic** game's most powerful cards could be played only on your turn. Not anymore! Now you can play devastating sorceries or bring out huge creatures whenever you want. Your opponent attempts to attack with a swarm of Goblins for the win? Just practice saying, "In response, I play Wrath of God."

FIFTH DAWN

Card Encyclopedia

The *Fifth Dawn* Card Encyclopedia shows the entire *Fifth Dawn* card set. To keep track of your cards, just turn to the checklist on page 19.



Abuna's Chant 3☀

Instant

Choose one —You gain 5 life; or prevent the next 5 damage that would be dealt to target creature this turn.

Entwine ② *(Choose both if you pay the entwine cost.)*

John Matson

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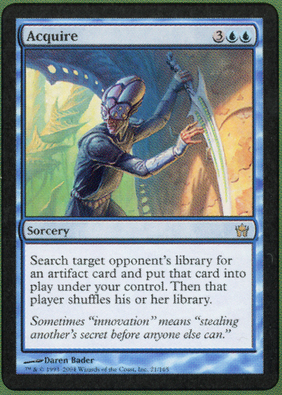

Acquire 3💧💧

Sorcery

Search target opponent's library for an artifact card and put that card into play under your control. Then that player shuffles his or her library.

Sometimes "innovation" means "stealing another's secret before anyone else can."

Daren Bader

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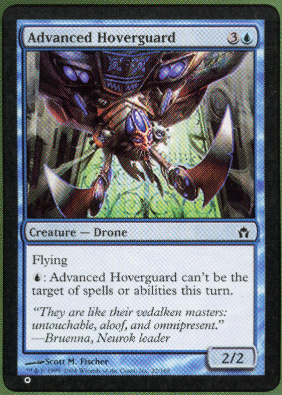

Advanced Hoverguard 3💧

Creature — Drone

Flying

💧: Advanced Hoverguard can't be the target of spells or abilities this turn.

"They are like their vedalken masters: untouchable, aloof, and omnipresent."
—Bruenna, Neurok leader

2/2

Scott M. Fischer

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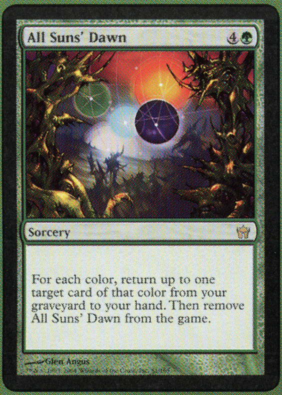

All Suns' Dawn 4🌲

Sorcery

For each color, return up to one target card of that color from your graveyard to your hand. Then remove All Suns' Dawn from the game.

Glen Angus

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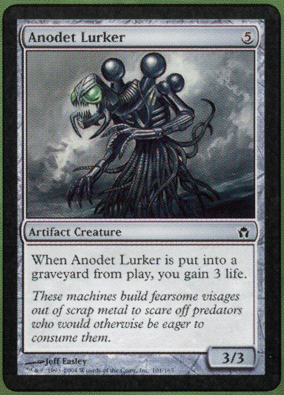

Anodet Lurker 5

Artifact Creature

When Anodet Lurker is put into a graveyard from play, you gain 3 life.

These machines build fearsome visages out of scrap metal to scare off predators who would otherwise be eager to consume them.

3/3

Jeff Easley

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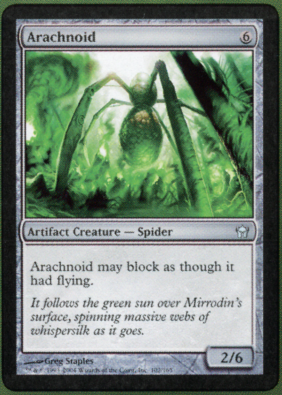

Arachnoid 6

Artifact Creature — Spider

Arachnoid may block as though it had flying.

It follows the green sun over Mirrodin's surface, spinning massive webs of whispersilk as it goes.

2/6

Greg Staples

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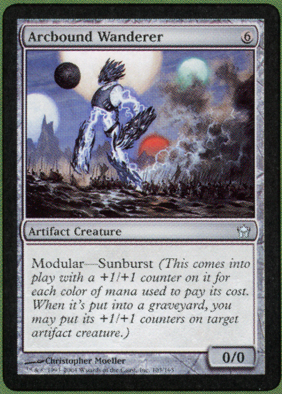

Arcbound Wanderer 6

Artifact Creature

Modular—Sunburst *(This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)*

0/0

Christopher Moeller

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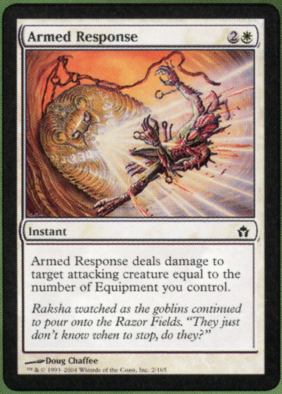

Armed Response 2☀

Instant

Armed Response deals damage to target attacking creature equal to the number of Equipment you control.

Raksha watched as the goblins continued to pour onto the Razor Fields. "They just don't know when to stop, do they?"

Doug Chaffee

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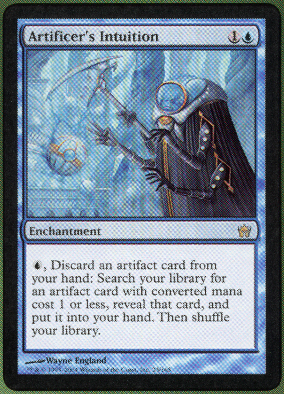

Artificer's Intuition 1💧

Enchantment

💧, Discard an artifact card from your hand: Search your library for an artifact card with converted mana cost 1 or less, reveal that card, and put it into your hand. Then shuffle your library.

Wayne England

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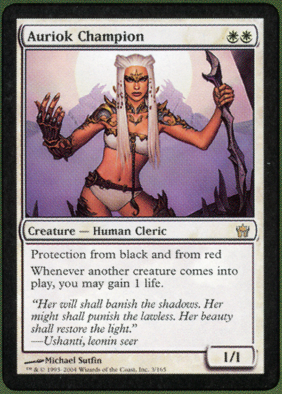

Auriok Champion ☀☀

Creature — Human Cleric

Protection from black and from red

Whenever another creature comes into play, you may gain 1 life.

"Her will shall banish the shadows. Her might shall punish the lawless. Her beauty shall restore the light."
—Ushanti, leonin seer

1/1

Michael Sutfin

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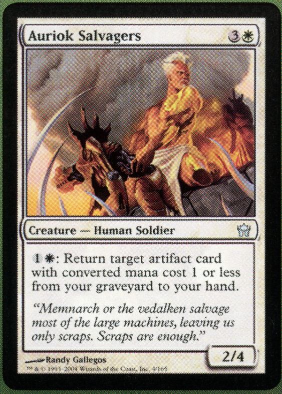

Auriok Salvagers 3☀

Creature — Human Soldier

1☀: Return target artifact card with converted mana cost 1 or less from your graveyard to your hand.

"Memnarch or the vedalken salvage most of the large machines, leaving us only scraps. Scraps are enough."

2/4

Randy Gallegos

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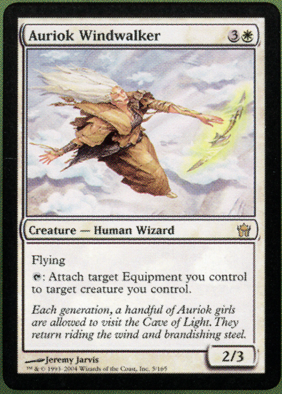

Auriok Windwalker 3☀

Creature — Human Wizard

Flying

⟳: Attach target Equipment you control to target creature you control.

Each generation, a handful of Auriok girls are allowed to visit the Cave of Light. They return riding the wind and brandishing steel.

2/3

Jeremy Jarvis

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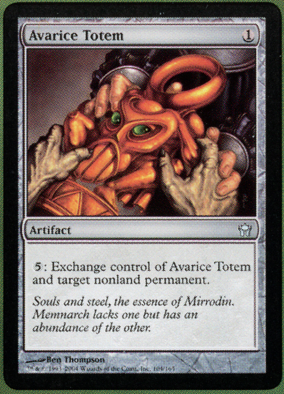

Avarice Totem 1

Artifact

⑤: Exchange control of Avarice Totem and target nonland permanent.

Souls and steel, the essence of Mirrodin. Memnarch lacks one but has an abundance of the other.

Ben Thompson

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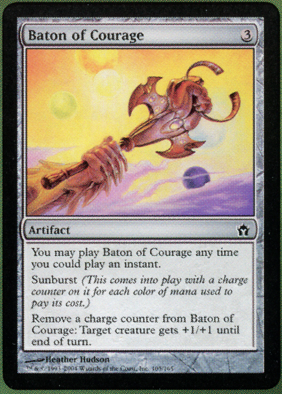

Baton of Courage 3

Artifact

You may play Baton of Courage any time you could play an instant.

Sunburst *(This comes into play with a charge counter on it for each color of mana used to pay its cost.)*

Remove a charge counter from Baton of Courage: Target creature gets +1/+1 until end of turn.

Heather Hudson

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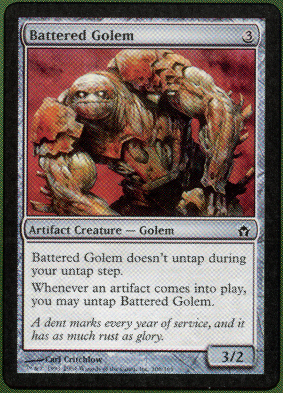


Battered Golem 3

Artifact Creature — Golem

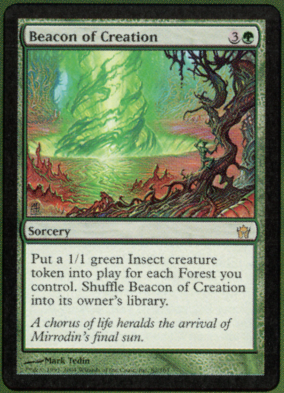
Battered Golem doesn't untap during your untap step.

Whenever an artifact comes into play, you may untap Battered Golem.

A dent marks every year of service, and it has as much rust as glory.

3/2

Carl Critchlow



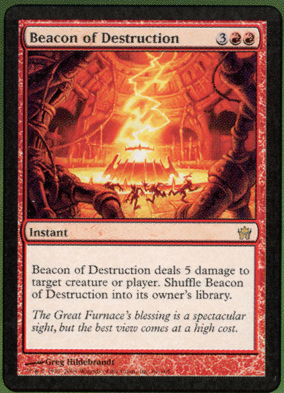
Beacon of Creation 3🌲

Sorcery

Put a 1/1 green Insect creature token into play for each Forest you control. Shuffle Beacon of Creation into its owner's library.

A chorus of life heralds the arrival of Mirrodin's final sun.

Mark Tedin



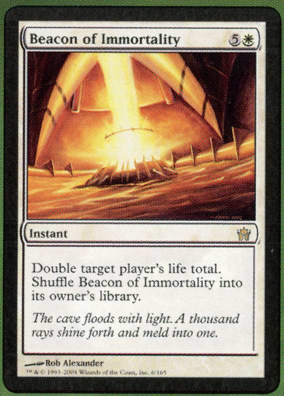
Beacon of Destruction 3🔥🔥

Instant

Beacon of Destruction deals 5 damage to target creature or player. Shuffle Beacon of Destruction into its owner's library.

The Great Furnace's blessing is a spectacular sight, but the best view comes at a high cost.

Greg Hildebrandt



Beacon of Immortality 5✱

Instant

Double target player's life total. Shuffle Beacon of Immortality into its owner's library.

The cave floods with light. A thousand rays shine forth and meld into one.

Rob Alexander

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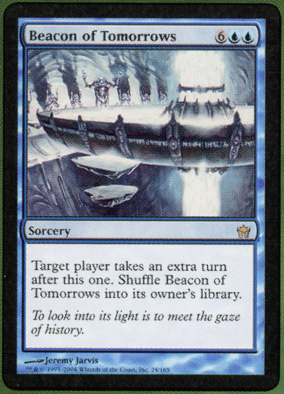


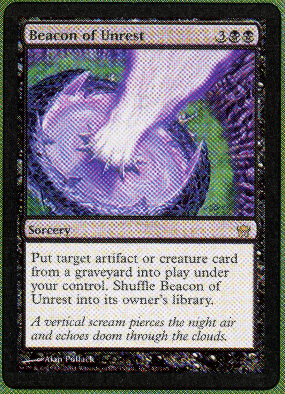
Beacon of Tomorrows 6💧💧

Sorcery

Target player takes an extra turn after this one. Shuffle Beacon of Tomorrows into its owner's library.

To look into its light is to meet the gaze of history.

Jeremy Jarvis



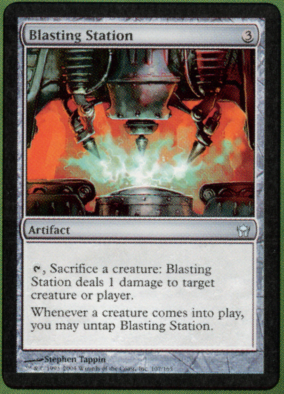
Beacon of Unrest 3💀💀

Sorcery

Put target artifact or creature card from a graveyard into play under your control. Shuffle Beacon of Unrest into its owner's library.

A vertical scream pierces the night air and echoes doom through the clouds.

Alan Pollack



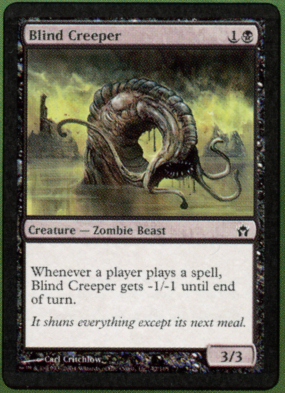
Blasting Station 3

Artifact

↷, Sacrifice a creature: Blasting Station deals 1 damage to target creature or player.

Whenever a creature comes into play, you may untap Blasting Station.

Stephen Tappin



Blind Creeper 1💀

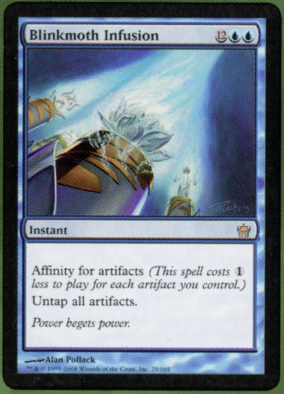
Creature — Zombie Beast

Whenever a player plays a spell, Blind Creeper gets -1/-1 until end of turn.

It shuns everything except its next meal.

3/3

Carl Critchlow



Blinkmoth Infusion 12💧💧

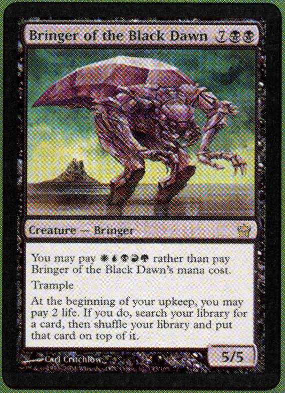
Instant

Affinity for artifacts *(This spell costs 1 less to play for each artifact you control.)*

Untap all artifacts.

Power begets power.

Alan Pollack



Bringer of the Black Dawn 7💀💀

Creature — Bringer

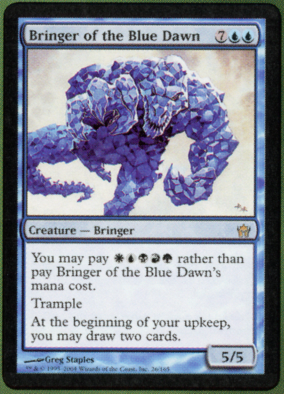
You may pay ✱💧💀🔥🌲 rather than pay Bringer of the Black Dawn's mana cost.

Trample

At the beginning of your upkeep, you may pay 2 life. If you do, search your library for a card, then shuffle your library and put that card on top of it.

5/5

Carl Critchlow



Bringer of the Blue Dawn 7💧💧

Creature — Bringer

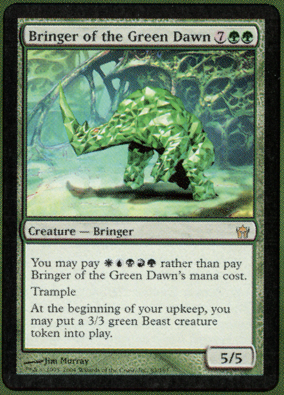
You may pay ✱💧💀🔥🌲 rather than pay Bringer of the Blue Dawn's mana cost.

Trample

At the beginning of your upkeep, you may draw two cards.

5/5

Greg Staples



Bringer of the Green Dawn 7🌲🌲

Creature — Bringer

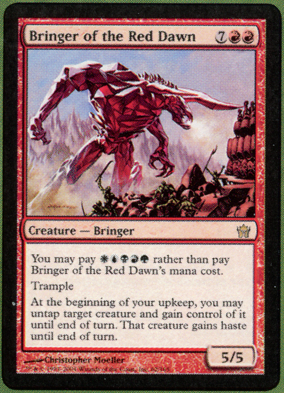
You may pay ✱💧💀🔥🌲 rather than pay Bringer of the Green Dawn's mana cost.

Trample

At the beginning of your upkeep, you may put a 3/3 green Beast creature token into play.

5/5

Jim Murray



Bringer of the Red Dawn 7🔥🔥

Creature — Bringer

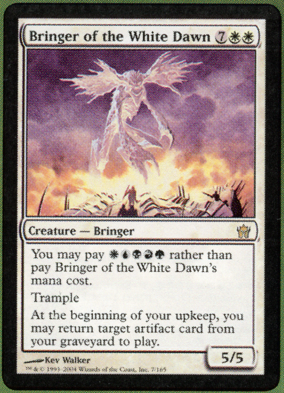
You may pay ✱💧💀🔥🌲 rather than pay Bringer of the Red Dawn's mana cost.

Trample

At the beginning of your upkeep, you may untap target creature and gain control of it until end of turn. That creature gains haste until end of turn.

5/5

Christopher Moeller



Bringer of the White Dawn 7✱✱

Creature — Bringer

You may pay ✱💧💀🔥🌲 rather than pay Bringer of the White Dawn's mana cost.

Trample

At the beginning of your upkeep, you may return target artifact card from your graveyard to play.

5/5

Kev Walker

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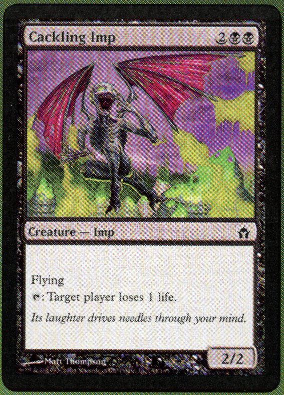


Cackling Imp 2💀💀

Creature — Imp

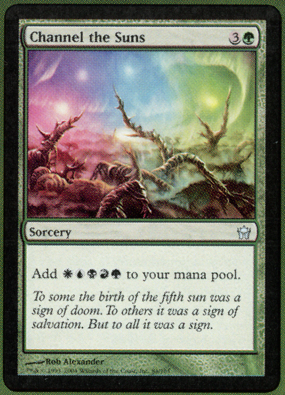
Flying

↷: Target player loses 1 life.

Its laughter drives needles through your mind.

2/2

Matt Thompson



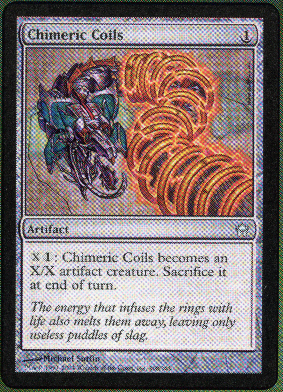
Channel the Suns 3🌲

Sorcery

Add ✱💧💀🔥🌲 to your mana pool.

To some the birth of the fifth sun was a sign of doom. To others it was a sign of salvation. But to all it was a sign.

Rob Alexander



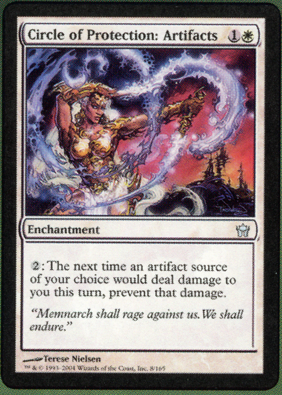
Chimeric Coils 1

Artifact

X 1: Chimeric Coils becomes an X/X artifact creature. Sacrifice it at end of turn.

The energy that infuses the rings with life also melts them away, leaving only useless puddles of slag.

Michael Sutfin



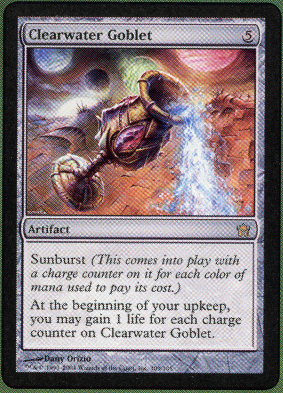
Circle of Protection: Artifacts 1✳

Enchantment

2: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage.

"Memnarch shall rage against us. We shall endure."

Terese Nielsen



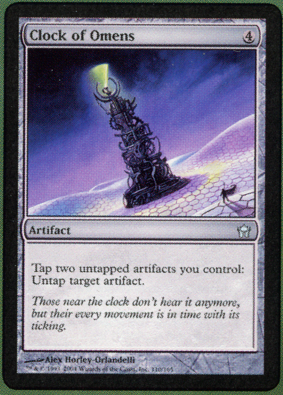
Clearwater Goblet 5

Artifact

Sunburst *(This comes into play with a charge counter on it for each color of mana used to pay its cost.)*

At the beginning of your upkeep, you may gain 1 life for each charge counter on Clearwater Goblet.

Dany Orizio



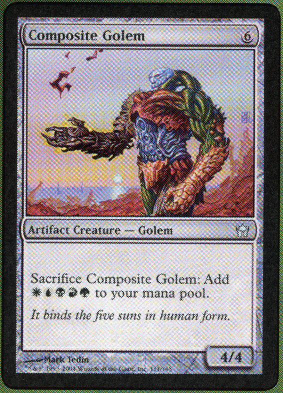
Clock of Omens 4

Artifact

Tap two untapped artifacts you control: Untap target artifact.

Those near the clock don't hear it anymore, but their every movement is in time with its ticking.

Alex Horley-Orlandelli



Composite Golem 6

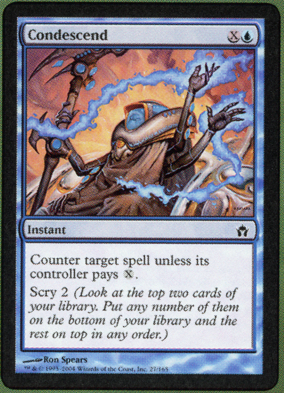
Artifact Creature — Golem

Sacrifice Composite Golem: Add ✳💧💀🔥🌳 to your mana pool.

It binds the five suns in human form.

Mark Tedin

4/4



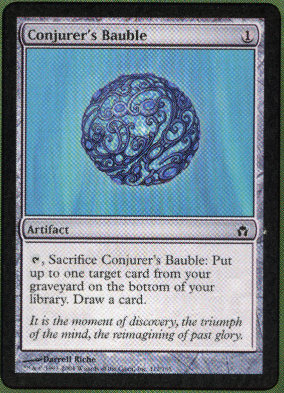
Condescend X💧

Instant

Counter target spell unless its controller pays X.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Ron Spears



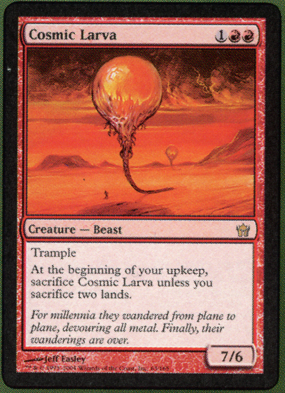
Conjurer's Bauble 1

Artifact

↷, Sacrifice Conjurer's Bauble: Put up to one target card from your graveyard on the bottom of your library. Draw a card.

It is the moment of discovery, the triumph of the mind, the reimagining of past glory.

Darrell Riche



Cosmic Larva 1🔥🔥

Creature — Beast

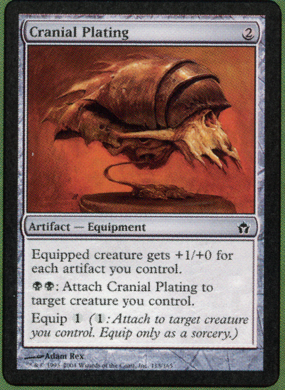
Trample

At the beginning of your upkeep, sacrifice Cosmic Larva unless you sacrifice two lands.

For millennia they wandered from plane to plane, devouring all metal. Finally, their wanderings are over.

Jeff Easley

7/6



Cranial Plating 2

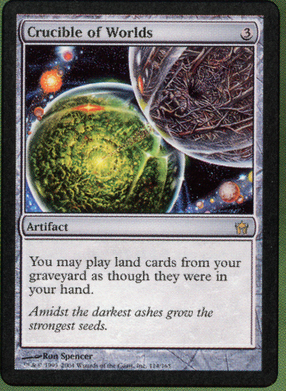
Artifact — Equipment

Equipped creature gets +1/+0 for each artifact you control.

💀💀: Attach Cranial Plating to target creature you control.

Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery.)*

Adam Rex



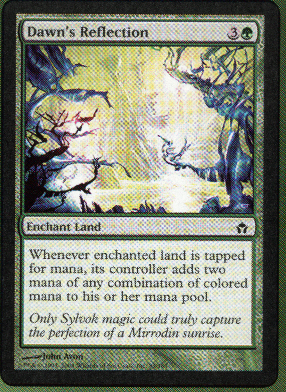
Crucible of Worlds 3

Artifact

You may play land cards from your graveyard as though they were in your hand.

Amidst the darkest ashes grow the strongest seeds.

Ron Spencer



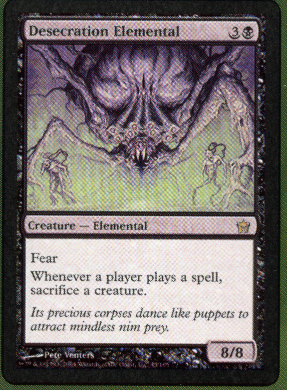
Dawn's Reflection 3🌳

Enchant Land

Whenever enchanted land is tapped for mana, its controller adds two mana of any combination of colored mana to his or her mana pool.

Only Sylvok magic could truly capture the perfection of a Mirrodin sunrise.

John Avon



Desecration Elemental 3💀

Creature — Elemental

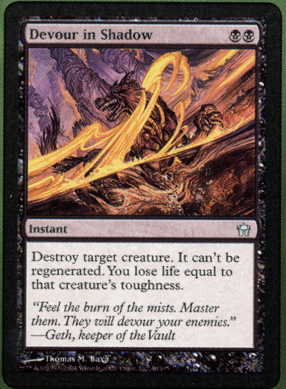
Fear

Whenever a player plays a spell, sacrifice a creature.

Its precious corpses dance like puppets to attract mindless nim prey.

Pete Venters

8/8



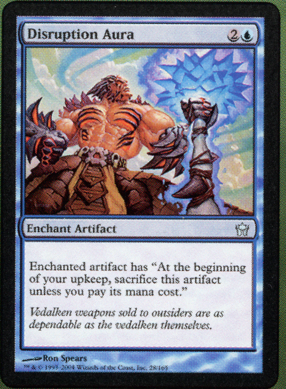
Devour in Shadow 💀💀

Instant

Destroy target creature. It can't be regenerated. You lose life equal to that creature's toughness.

"Feel the burn of the mists. Master them. They will devour your enemies."
—Geth, keeper of the Vault

Thomas M. Baxa



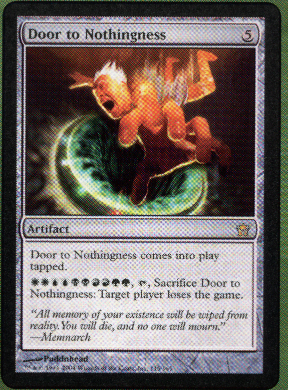
Disruption Aura 2💧

Enchant Artifact

Enchanted artifact has "At the beginning of your upkeep, sacrifice this artifact unless you pay its mana cost."

Vedalken weapons sold to outsiders are as dependable as the vedalken themselves.

Ron Spears



Door to Nothingness 5

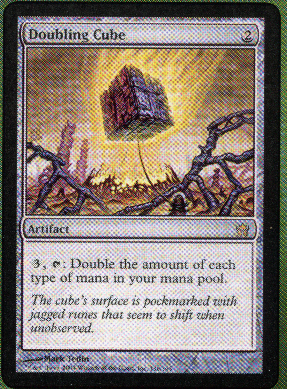
Artifact

Door to Nothingness comes into play tapped.

✳✳💧💧💀💀🔥🔥🌳🌳, ↷, Sacrifice Door to Nothingness: Target player loses the game.

"All memory of your existence will be wiped from reality. You will die, and no one will mourn."
—Memnarch

Puddnhead



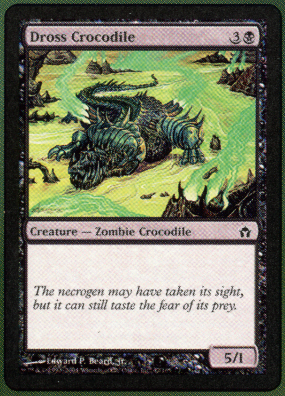
Doubling Cube 2

Artifact

3, ↷: Double the amount of each type of mana in your mana pool.

The cube's surface is pockmarked with jagged runes that seem to shift when unobserved.

Mark Tedin



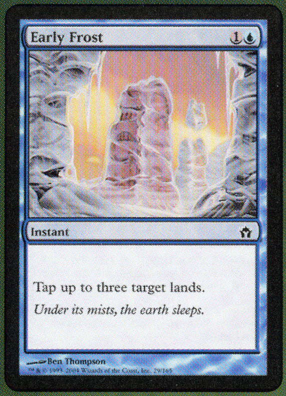
Dross Crocodile 3B

Creature — Zombie Crocodile

The necrogen may have taken its sight, but it can still taste the fear of its prey.

Edward P. Beard, Jr.

5/1



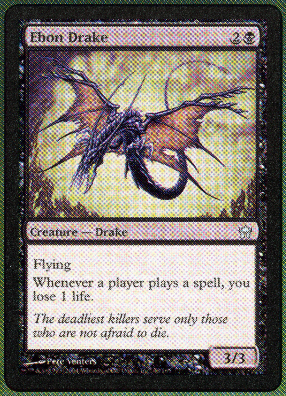
Early Frost 1U

Instant

Tap up to three target lands.

Under its mists, the earth sleeps.

Ben Thompson



Ebon Drake 2B

Creature — Drake

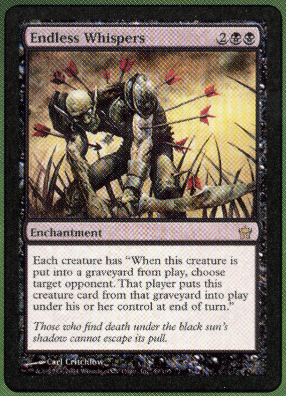
Flying

Whenever a player plays a spell, you lose 1 life.

The deadliest killers serve only those who are not afraid to die.

Pete Venters

3/3



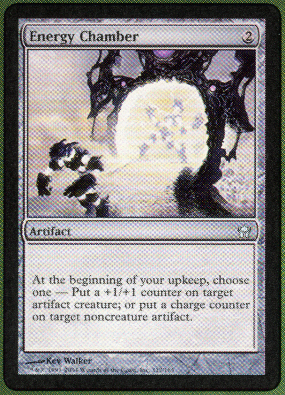
Endless Whispers 2BB

Enchantment

Each creature has "When this creature is put into a graveyard from play, choose target opponent. That player puts this creature card from that graveyard into play under his or her control at end of turn."

Those who find death under the black sun's shadow cannot escape its pull.

Carl Critchlow

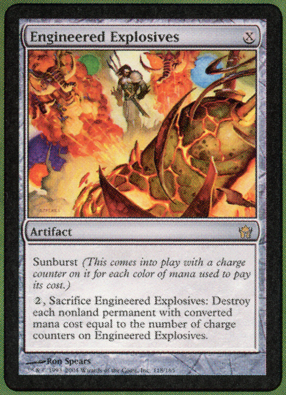


Energy Chamber 2

Artifact

At the beginning of your upkeep, choose one — Put a +1/+1 counter on target artifact creature; or put a charge counter on target noncreature artifact.

Kev Walker



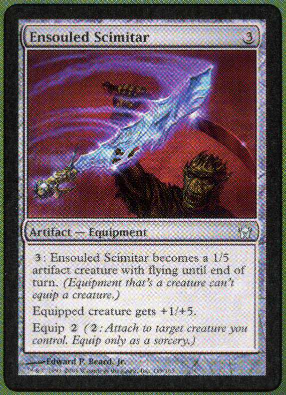
Engineered Explosives X

Artifact

Sunburst *(This comes into play with a charge counter on it for each color of mana used to pay its cost.)*

2, Sacrifice Engineered Explosives: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Engineered Explosives.

Ron Spears



Ensouled Scimitar 3

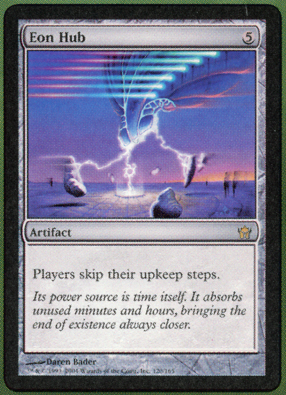
Artifact — Equipment

3: Ensouled Scimitar becomes a 1/5 artifact creature with flying until end of turn. *(Equipment that's a creature can't equip a creature.)*

Equipped creature gets +1/+5.

Equip 2 *(2: Attach to target creature you control. Equip only as a sorcery.)*

Edward P. Beard, Jr.



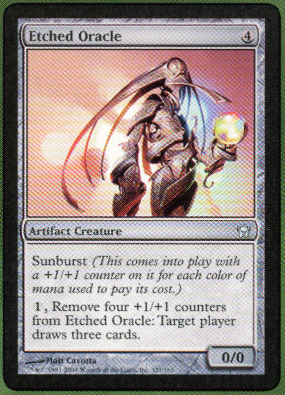
Eon Hub 5

Artifact

Players skip their upkeep steps.

Its power source is time itself. It absorbs unused minutes and hours, bringing the end of existence always closer.

Daren Bader



Etched Oracle 4

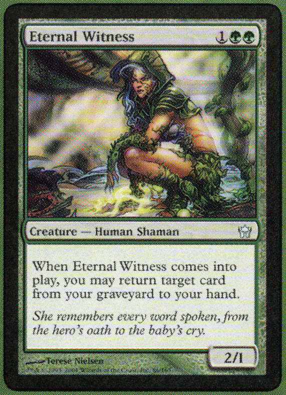
Artifact Creature

Sunburst *(This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)*

1, Remove four +1/+1 counters from Etched Oracle: Target player draws three cards.

Matt Cavotta

0/0



Eternal Witness 1GG

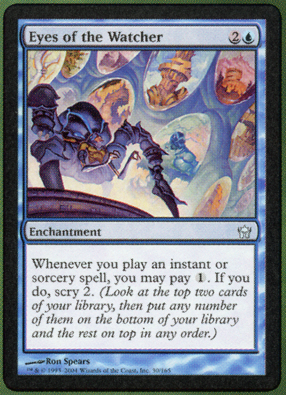
Creature — Human Shaman

When Eternal Witness comes into play, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Terese Nielsen

2/1

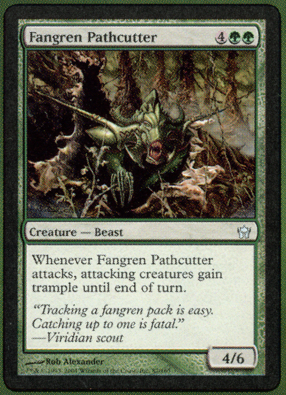


Eyes of the Watcher 2U

Enchantment

Whenever you play an instant or sorcery spell, you may pay 1. If you do, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)*

Ron Spears



Fangren Pathcutter 4GG

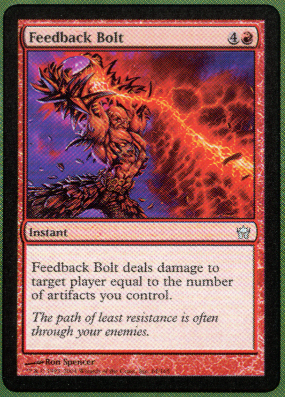
Creature — Beast

Whenever Fangren Pathcutter attacks, attacking creatures gain trample until end of turn.

"Tracking a fangren pack is easy. Catching up to one is fatal."
—Viridian scout

Rob Alexander

4/6



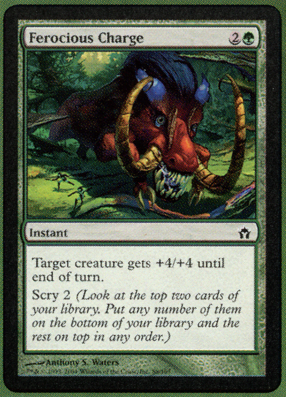
Feedback Bolt 4R

Instant

Feedback Bolt deals damage to target player equal to the number of artifacts you control.

The path of least resistance is often through your enemies.

Ron Spencer



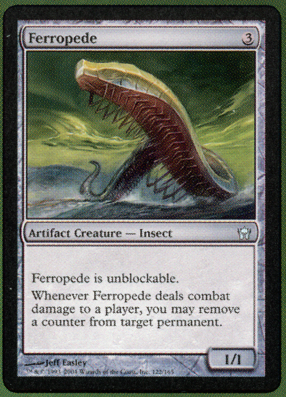
Ferocious Charge 2G

Instant

Target creature gets +4/+4 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Anthony S. Waters



Ferropede 3

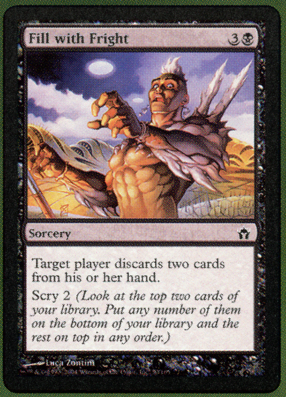
Artifact Creature — Insect

Ferropede is unblockable.

Whenever Ferropede deals combat damage to a player, you may remove a counter from target permanent.

Jeff Easley

1/1



Fill with Fright 3B

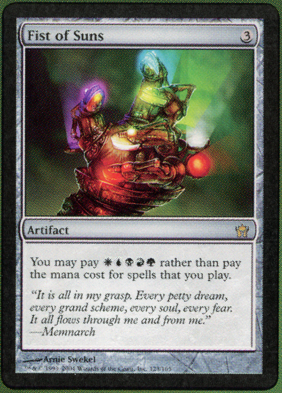
Sorcery

Target player discards two cards from his or her hand.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Luca Zontini

FI ~ HO

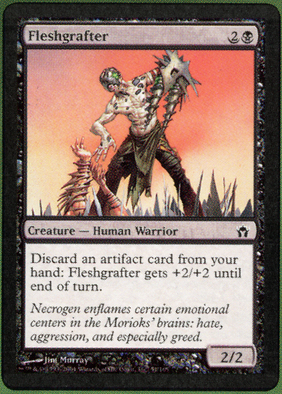

Fist of Suns 3

Artifact

You may pay ●●●●● rather than pay the mana cost for spells that you play.

"It is all in my grasp. Every petty dream, every grand scheme, every soul, every fear. It all flows through me and from me."
—Memnarch

Arnie Swekel


Fleshgrafter 2●

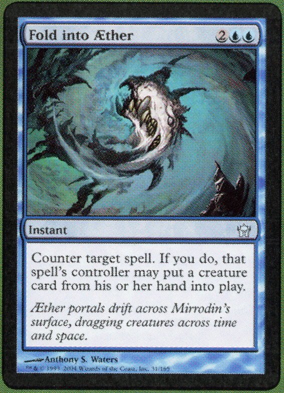
Creature — Human Warrior

Discard an artifact card from your hand: Fleshgrafter gets +2/+2 until end of turn.

Necrogen enflames certain emotional centers in the Morioks' brains: hate, aggression, and especially greed.

2/2

Jim Murray

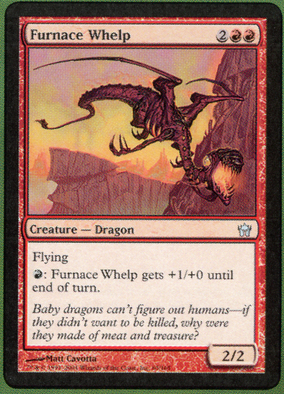

Fold into Æther 2●●

Instant

Counter target spell. If you do, that spell's controller may put a creature card from his or her hand into play.

Æther portals drift across Mirrodin's surface, dragging creatures across time and space.

Anthony S. Waters


Furnace Whelp 2●●

Creature — Dragon

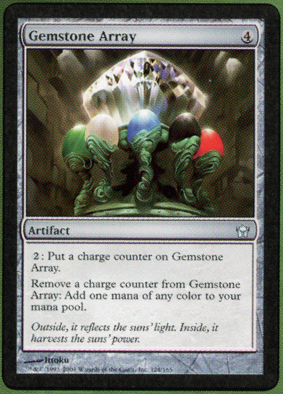
Flying

●: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

2/2

Matt Cavotta


Gemstone Array 4

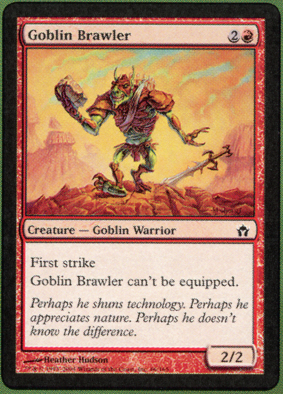
Artifact

2: Put a charge counter on Gemstone Array.

Remove a charge counter from Gemstone Array: Add one mana of any color to your mana pool.

Outside, it reflects the suns' light. Inside, it harvests the suns' power.

Ittoku


Goblin Brawler 2●

Creature — Goblin Warrior

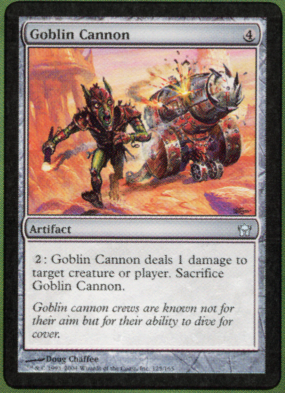
First strike

Goblin Brawler can't be equipped.

Perhaps he shuns technology. Perhaps he appreciates nature. Perhaps he doesn't know the difference.

2/2

Heather Hudson

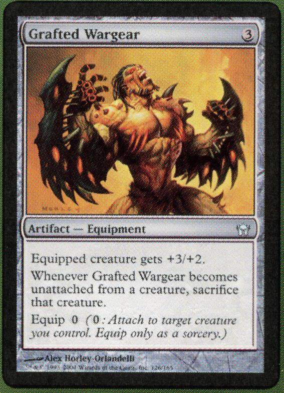

Goblin Cannon 4

Artifact

2: Goblin Cannon deals 1 damage to target creature or player. Sacrifice Goblin Cannon.

Goblin cannon crews are known not for their aim but for their ability to dive for cover.

Doug Chaffee


Grafted Wargear 3

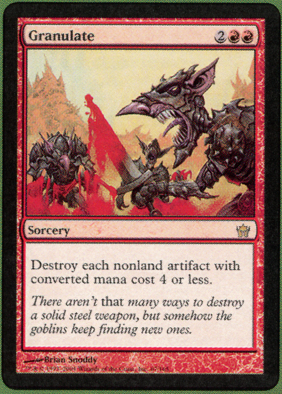
Artifact — Equipment

Equipped creature gets +3/+2.

Whenever Grafted Wargear becomes unattached from a creature, sacrifice that creature.

Equip 0 *(0: Attach to target creature you control. Equip only as a sorcery.)*

Alex Horley-Orlandelli

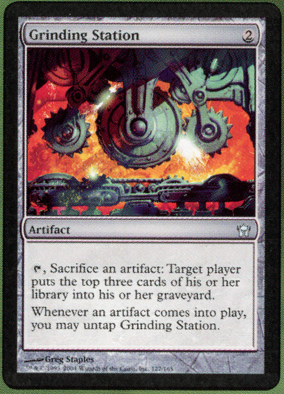

Granulate 2●●

Sorcery

Destroy each nonland artifact with converted mana cost 4 or less.

There aren't that many ways to destroy a solid steel weapon, but somehow the goblins keep finding new ones.

Brian Snõddy

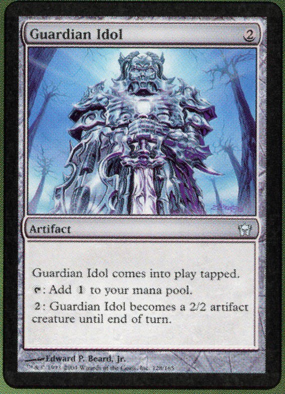

Grinding Station 2

Artifact

↻, Sacrifice an artifact: Target player puts the top three cards of his or her library into his or her graveyard.

Whenever an artifact comes into play, you may untap Grinding Station.

Greg Staples


Guardian Idol 2

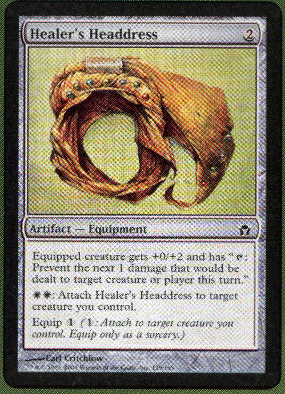
Artifact

Guardian Idol comes into play tapped.

↻: Add 1 to your mana pool.

2: Guardian Idol becomes a 2/2 artifact creature until end of turn.

Edward P. Beard, Jr.


Healer's Headdress 2

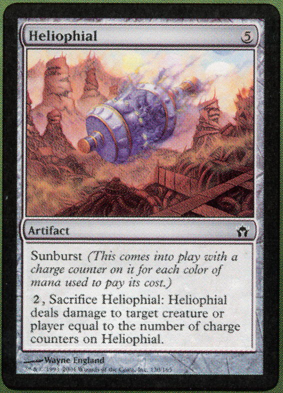
Artifact — Equipment

Equipped creature gets +0/+2 and has "↻: Prevent the next 1 damage that would be dealt to target creature or player this turn."

●●: Attach Healer's Headdress to target creature you control.

Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery.)*

Carl Critchlow

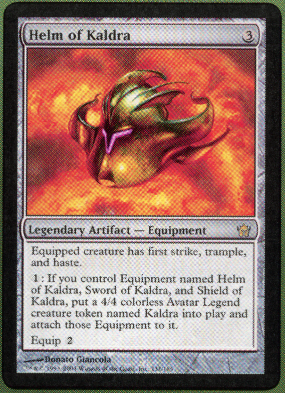

Heliophial 5

Artifact

Sunburst *(This comes into play with a charge counter on it for each color of mana used to pay its cost.)*

2, Sacrifice Heliophial: Heliophial deals damage to target creature or player equal to the number of charge counters on Heliophial.

Wayne England


Helm of Kaldra 3

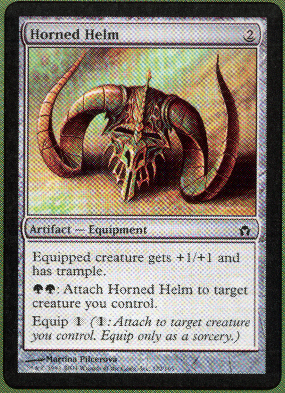
Legendary Artifact — Equipment

Equipped creature has first strike, trample, and haste.

1: If you control Equipment named Helm of Kaldra, Sword of Kaldra, and Shield of Kaldra, put a 4/4 colorless Avatar Legend creature token named Kaldra into play and attach those Equipment to it.

Equip 2

Donato Giancola


Horned Helm 2

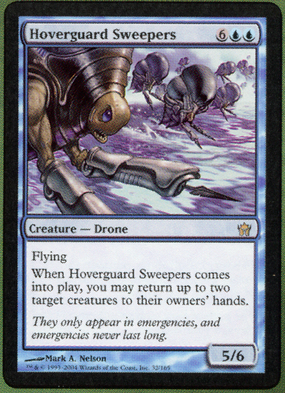
Artifact — Equipment

Equipped creature gets +1/+1 and has trample.

●●: Attach Horned Helm to target creature you control.

Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery.)*

Martina Pilcerova


Hoverguard Sweepers 6●●

Creature — Drone

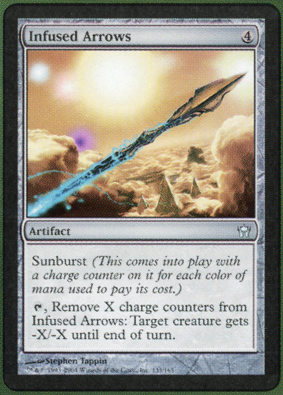
Flying

When Hoverguard Sweepers comes into play, you may return up to two target creatures to their owners' hands.

They only appear in emergencies, and emergencies never last long.

5/6

Mark A. Nelson

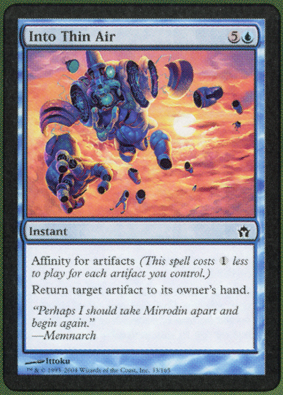

Infused Arrows 4

Artifact

Sunburst *(This comes into play with a charge counter on it for each color of mana used to pay its cost.)*

, Remove X charge counters from Infused Arrows: Target creature gets -X/-X until end of turn.

Stephen Tappin


Into Thin Air 5

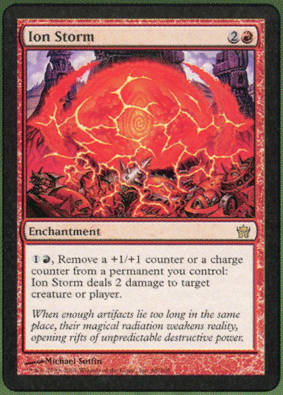
Instant

Affinity for artifacts *(This spell costs 1 less to play for each artifact you control.)*

Return target artifact to its owner's hand.

"Perhaps I should take Mirrodin apart and begin again."
—Memnarch

Ittoku

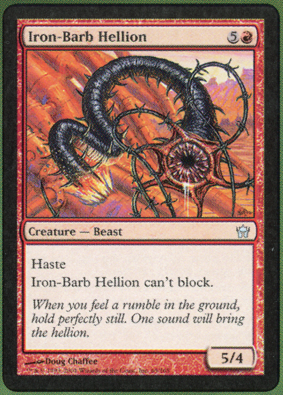

Ion Storm 2

Enchantment

1, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to target creature or player.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

Michael Sutfin


Iron-Barb Hellion 5

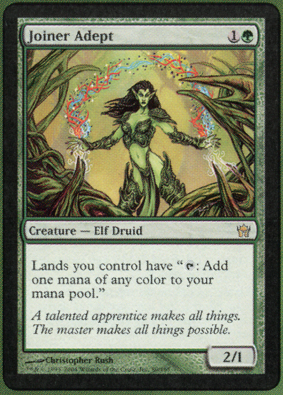
Creature — Beast

Haste
Iron-Barb Hellion can't block.

When you feel a rumble in the ground, hold perfectly still. One sound will bring the hellion.

Doug Chaffee

5/4


Joiner Adept 1

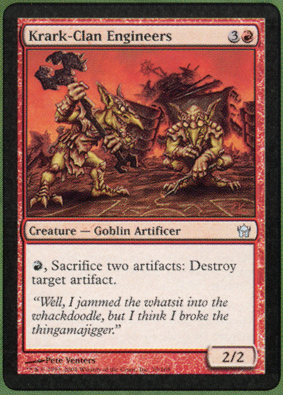
Creature — Elf Druid

Lands you control have ": Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1


Krark-Clan Engineers 3

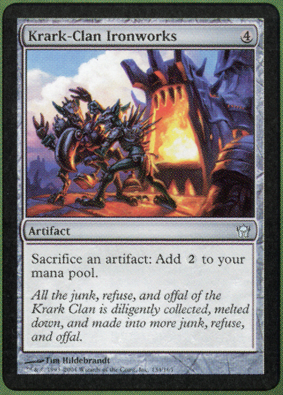
Creature — Goblin Artificer

, Sacrifice two artifacts: Destroy target artifact.

"Well, I jammed the whatsit into the whackdoodle, but I think I broke the thingamajigger."

Pete Venters

2/2

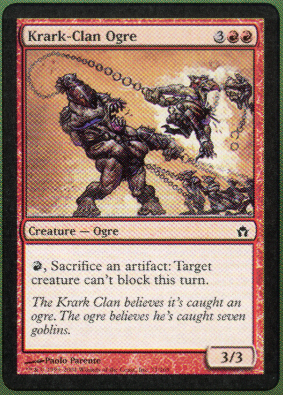

Krark-Clan Ironworks 4

Artifact

Sacrifice an artifact: Add 2 to your mana pool.

All the junk, refuse, and offal of the Krark Clan is diligently collected, melted down, and made into more junk, refuse, and offal.

Tim Hildebrandt


Krark-Clan Ogre 3

Creature — Ogre

, Sacrifice an artifact: Target creature can't block this turn.

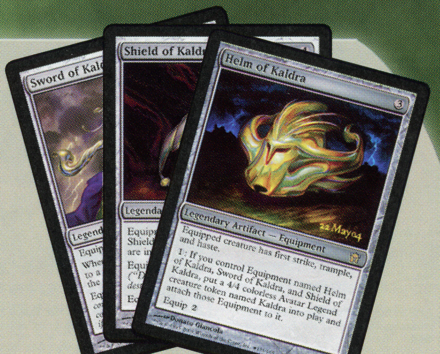
The Krark Clan believes it's caught an ogre. The ogre believes he's caught seven goblins.

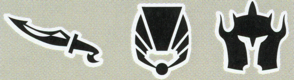
Paolo Parente

3/3

Creating the Kaldra Avatar

Helm of Kaldra completes a trio of cards unlike any in the **Magic** game. R&D knew that they were on to something with these three artifacts and made them the focal points of the entire *Mirrodin* block. Helm of Kaldra joins with Sword of Kaldra from the *Mirrodin* set and Shield of Kaldra from the *Darksteel* set to bring forth Kaldra, Memnarch's magical construct that betrayed Glissa and destroyed Bosh in the *Darksteel* story.

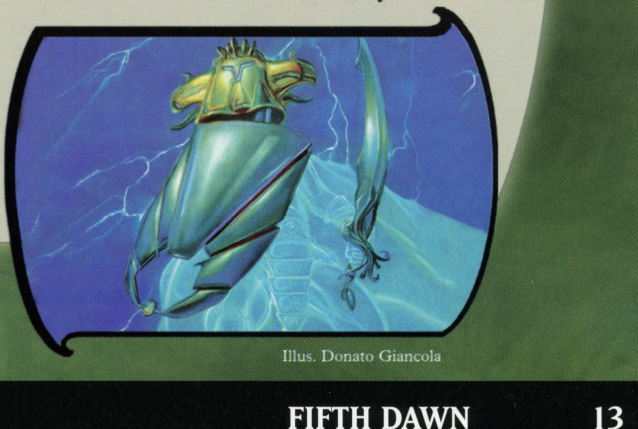


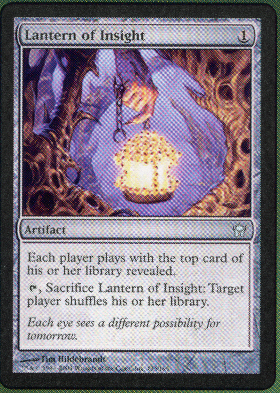


Silhouettes of the Sword, Shield, and Helm of Kaldra were used as the expansion symbols for the *Mirrodin, Darksteel*, and *Fifth Dawn* sets, respectively. If you were wondering why the *Mirrodin* symbol is a sword, it should make perfect sense now!

As for the Avatar Legend itself, the token that the Helm's ability creates is only a 4/4, but it becomes a 9/9 indestructible, first-striking, hasty, trampling monster when suited up in all its gear. Art created for the ***Magic: The Gathering***® *Online* game shows Kaldra in full regalia.

Donato Giancola not only illustrated all three of the Kaldra Equipment, but he also created alternative art for the special premium versions given away at the Prerelease tournaments. Anyone who attended all three Prereleases should have the entire combination in shiny foil!


Illus. Donato Giancola



Lantern of Insight {1}

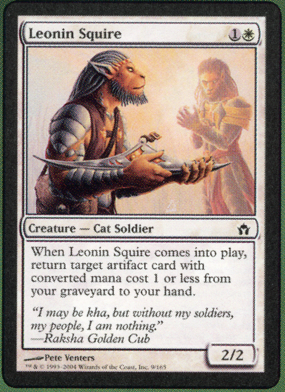
Artifact

Each player plays with the top card of his or her library revealed.

{T}, Sacrifice Lantern of Insight: Target player shuffles his or her library.

Each eye sees a different possibility for tomorrow.

Jim Hildebrandt



Leonin Squire {1}{W}

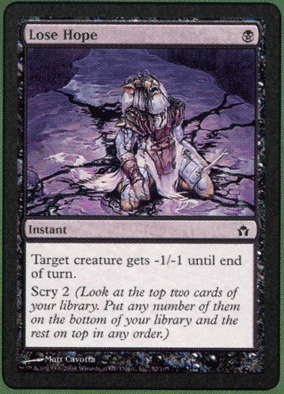
Creature — Cat Soldier

When Leonin Squire comes into play, return target artifact card with converted mana cost 1 or less from your graveyard to your hand.

"I may be kha, but without my soldiers, my people, I am nothing."
—Raksha Golden Cub

2/2

Pete Venters



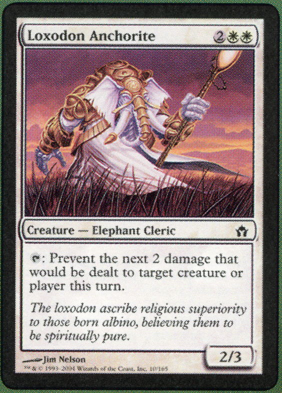
Lose Hope {B}

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta



Loxodon Anchorite {2}{W}{W}

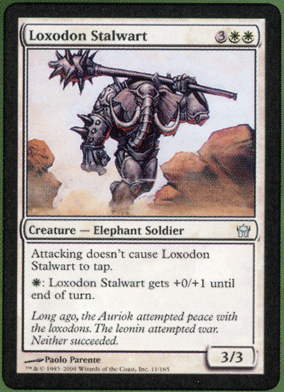
Creature — Elephant Cleric

{T}: Prevent the next 2 damage that would be dealt to target creature or player this turn.

The loxodon ascribe religious superiority to those born albino, believing them to be spiritually pure.

2/3

Jim Nelson



Loxodon Stalwart {3}{W}{W}

Creature — Elephant Soldier

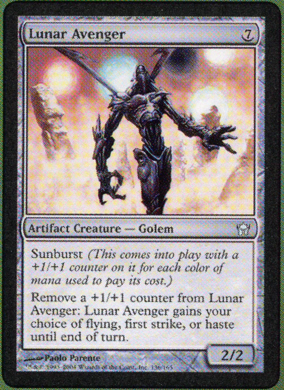
Attacking doesn't cause Loxodon Stalwart to tap.

{W}: Loxodon Stalwart gets +0/+1 until end of turn.

Long ago, the Auriok attempted peace with the loxodons. The leonin attempted war. Neither succeeded.

3/3

Paolo Parente



Lunar Avenger {7}

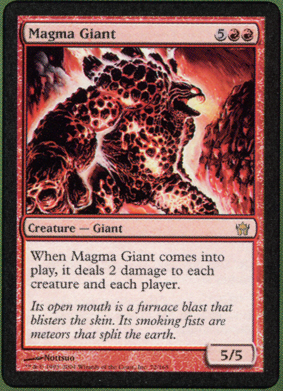
Artifact Creature — Golem

Sunburst *(This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)*

Remove a +1/+1 counter from Lunar Avenger: Lunar Avenger gains your choice of flying, first strike, or haste until end of turn.

2/2

Paolo Parente



Magma Giant {5}{R}{R}

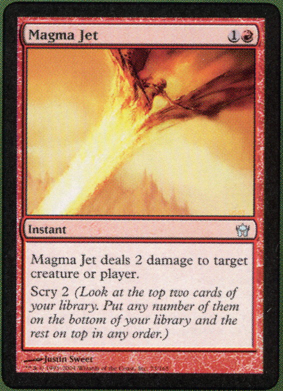
Creature — Giant

When Magma Giant comes into play, it deals 2 damage to each creature and each player.

Its open mouth is a furnace blast that blisters the skin. Its smoking fists are meteors that split the earth.

5/5

Nottsuo



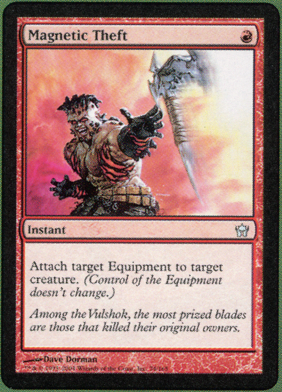
Magma Jet {1}{R}

Instant

Magma Jet deals 2 damage to target creature or player.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Justin Sweet



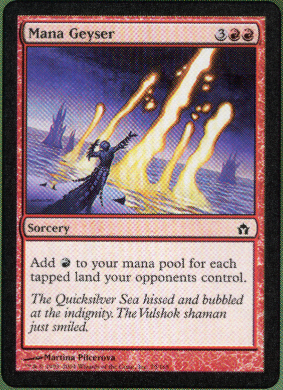
Magnetic Theft {R}

Instant

Attach target Equipment to target creature. *(Control of the Equipment doesn't change.)*

Among the Vulshok, the most prized blades are those that killed their original owners.

Dave Dorman



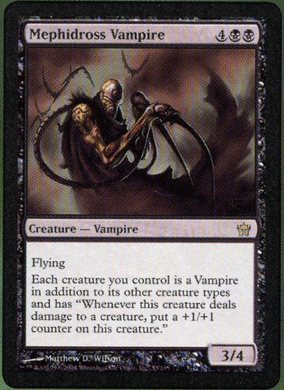
Mana Geyser {3}{R}{R}

Sorcery

Add {R} to your mana pool for each tapped land your opponents control.

The Quicksilver Sea hissed and bubbled at the indignity. The Vulshok shaman just smiled.

Martina Pilcerova



Mephidross Vampire {4}{B}{B}

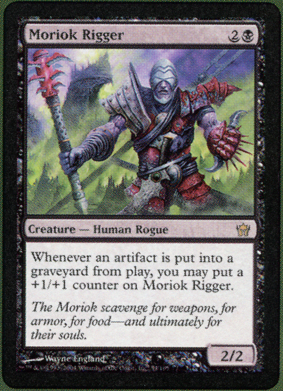
Creature — Vampire

Flying

Each creature you control is a Vampire in addition to its other creature types and has "Whenever this creature deals damage to a creature, put a +1/+1 counter on this creature."

3/4

Matthew D. Wilson



Moriok Rigger {2}{B}

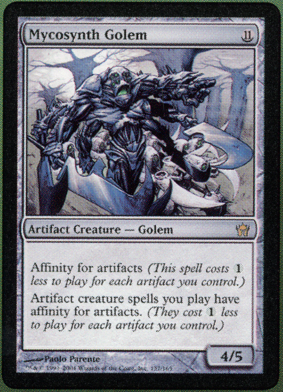
Creature — Human Rogue

Whenever an artifact is put into a graveyard from play, you may put a +1/+1 counter on Moriok Rigger.

The Moriok scavenge for weapons, for armor, for food—and ultimately for their souls.

2/2

Wayne England



Mycosynth Golem {11}

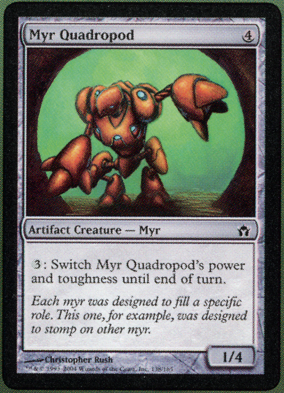
Artifact Creature — Golem

Affinity for artifacts *(This spell costs 1 less to play for each artifact you control.)*

Artifact creature spells you play have affinity for artifacts. *(They cost 1 less to play for each artifact you control.)*

4/5

Paolo Parente



Myr Quadropod {4}

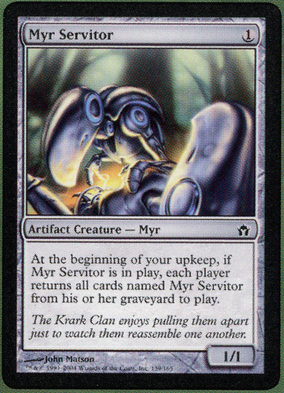
Artifact Creature — Myr

{3}: Switch Myr Quadropod's power and toughness until end of turn.

Each myr was designed to fill a specific role. This one, for example, was designed to stomp on other myr.

1/4

Christopher Rush



Myr Servitor {1}

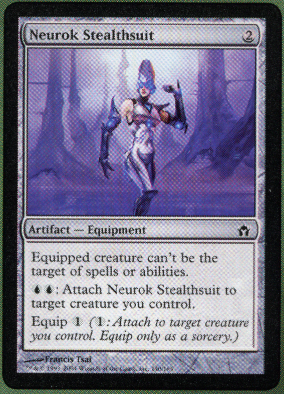
Artifact Creature — Myr

At the beginning of your upkeep, if Myr Servitor is in play, each player returns all cards named Myr Servitor from his or her graveyard to play.

The Krark Clan enjoys pulling them apart just to watch them reassemble one another.

1/1

John Matson



Neurok Stealthsuit {2}

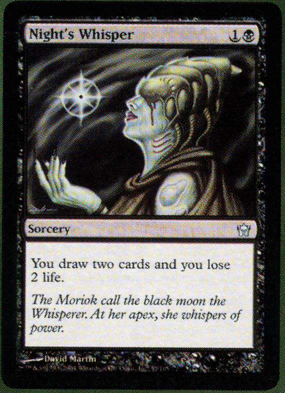
Artifact — Equipment

Equipped creature can't be the target of spells or abilities.

{U}{U}: Attach Neurok Stealthsuit to target creature you control.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Francis Tsai



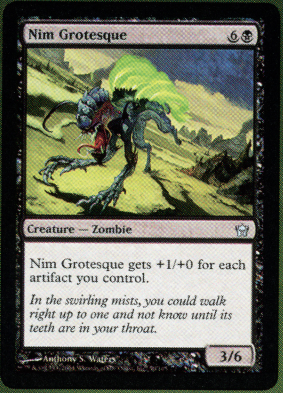
Night's Whisper 1

Sorcery

You draw two cards and you lose 2 life.

The Moriok call the black moon the Whisperer. At her apex, she whispers of power.

David Martin



Nim Grotesque 6

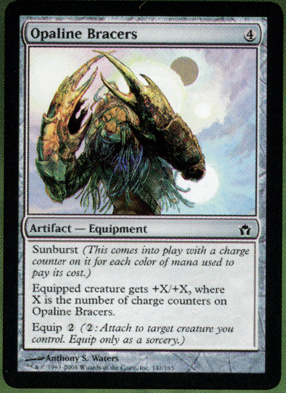
Creature — Zombie

Nim Grotesque gets +1/+0 for each artifact you control.

In the swirling mists, you could walk right up to one and not know until its teeth are in your throat.

Anthony S. Waters

3/6



Opaline Bracers 4

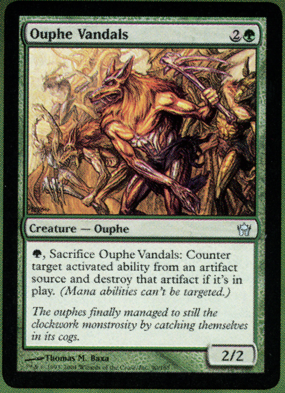
Artifact — Equipment

Sunburst *(This comes into play with a charge counter on it for each color of mana used to pay its cost.)*

Equipped creature gets +X/+X, where X is the number of charge counters on Opaline Bracers.

Equip 2 *(2: Attach to target creature you control. Equip only as a sorcery.)*

Anthony S. Waters



Ouphe Vandals 2

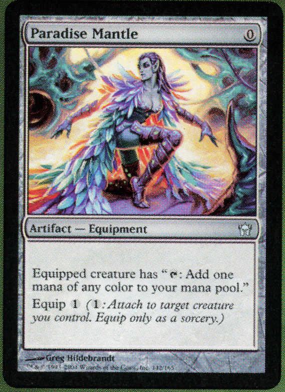
Creature — Ouphe

, Sacrifice Ouphe Vandals: Counter target activated ability from an artifact source and destroy that artifact if it's in play. *(Mana abilities can't be targeted.)*

The ouphes finally managed to still the clockwork monstrosity by catching themselves in its cogs.

Thomas M. Baxa

2/2



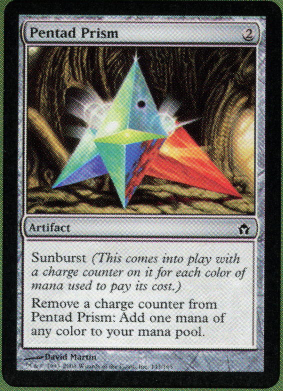
Paradise Mantle 0

Artifact — Equipment

Equipped creature has ": Add one mana of any color to your mana pool."

Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery.)*

Greg Hildebrandt



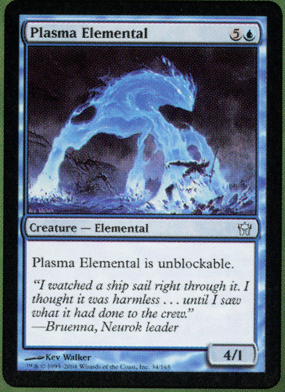
Pentad Prism 2

Artifact

Sunburst *(This comes into play with a charge counter on it for each color of mana used to pay its cost.)*

Remove a charge counter from Pentad Prism: Add one mana of any color to your mana pool.

David Martin



Plasma Elemental 5

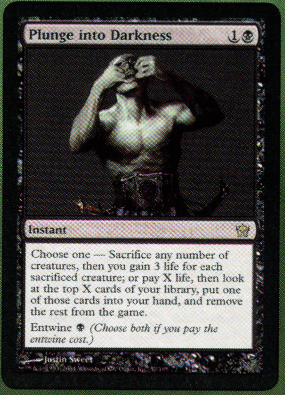
Creature — Elemental

Plasma Elemental is unblockable.

"I watched a ship sail right through it. I thought it was harmless . . . until I saw what it had done to the crew."
—Bruenna, Neurok leader

Kev Walker

4/1



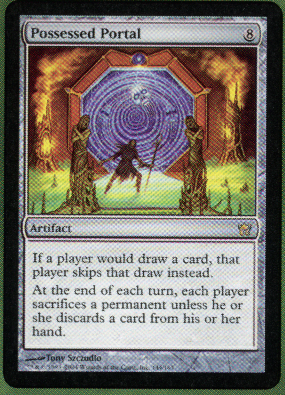
Plunge into Darkness 1

Instant

Choose one — Sacrifice any number of creatures, then you gain 3 life for each sacrificed creature; or pay X life, then look at the top X cards of your library, put one of those cards into your hand, and remove the rest from the game.

Entwine *(Choose both if you pay the entwine cost.)*

Justin Sweet



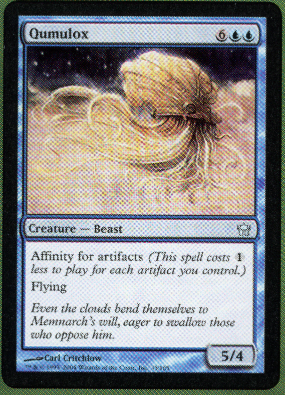
Possessed Portal 8

Artifact

If a player would draw a card, that player skips that draw instead.

At the end of each turn, each player sacrifices a permanent unless he or she discards a card from his or her hand.

Tony Szczudlo



Qumulox 6

Creature — Beast

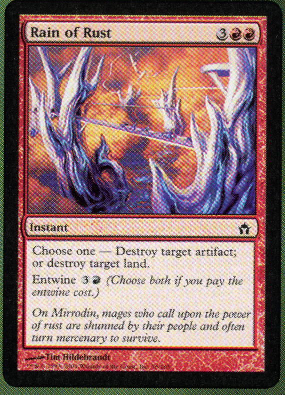
Affinity for artifacts *(This spell costs 1 less to play for each artifact you control.)*

Flying

Even the clouds bend themselves to Memnarch's will, eager to swallow those who oppose him.

Carl Critchlow

5/4



Rain of Rust 3

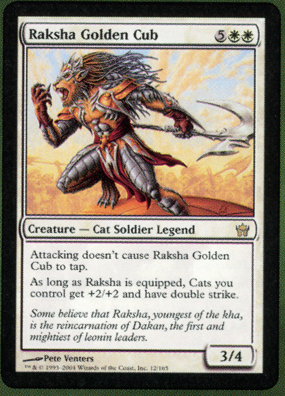
Instant

Choose one — Destroy target artifact; or destroy target land.

Entwine 3 *(Choose both if you pay the entwine cost.)*

On Mirrodin, mages who call upon the power of rust are shunned by their people and often turn mercenary to survive.

Tim Hildebrandt



Raksha Golden Cub 5

Creature — Cat Soldier Legend

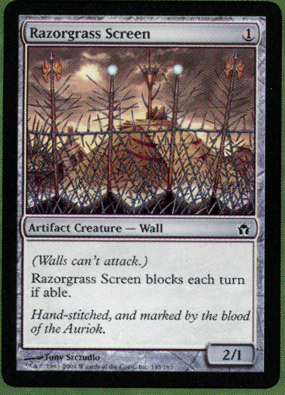
Attacking doesn't cause Raksha Golden Cub to tap.

As long as Raksha is equipped, Cats you control get +2/+2 and have double strike.

Some believe that Raksha, youngest of the kha, is the reincarnation of Dakan, the first and mightiest of leonin leaders.

Pete Venters

3/4



Razorgrass Screen 1

Artifact Creature — Wall

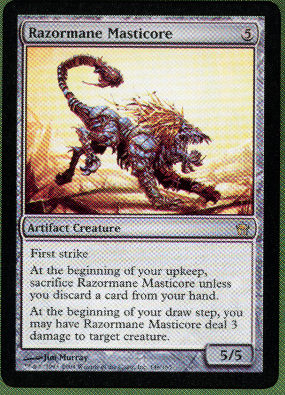
(Walls can't attack.)

Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo

2/1



Razormane Masticore 5

Artifact Creature

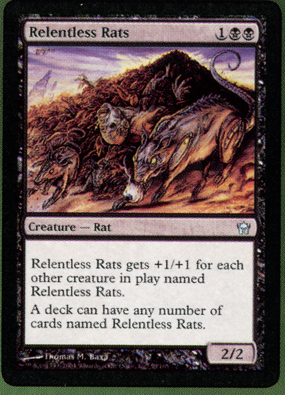
First strike

At the beginning of your upkeep, sacrifice Razormane Masticore unless you discard a card from your hand.

At the beginning of your draw step, you may have Razormane Masticore deal 3 damage to target creature.

Jim Murray

5/5



Relentless Rats 1

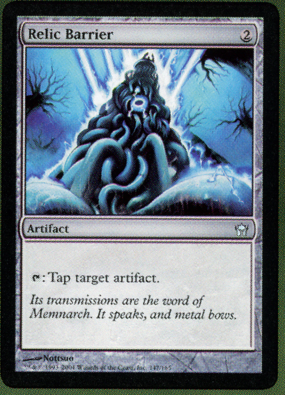
Creature — Rat

Relentless Rats gets +1/+1 for each other creature in play named Relentless Rats.

A deck can have any number of cards named Relentless Rats.

Thomas M. Baxa

2/2



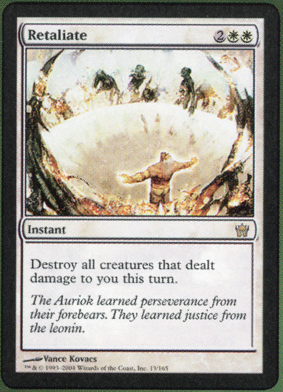
Relic Barrier 2

Artifact

: Tap target artifact.

Its transmissions are the word of Memnarch. It speaks, and metal bows.

Nottsuo



Retaliate 2

Instant

Destroy all creatures that dealt damage to you this turn.

The Auriok learned perseverance from their forebears. They learned justice from the leonin.

Vance Kovacs

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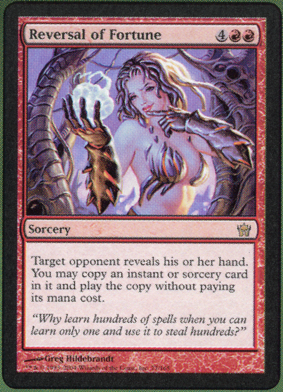

Reversal of Fortune 4

Sorcery

Target opponent reveals his or her hand. You may copy an instant or sorcery card in it and play the copy without paying its mana cost.

"Why learn hundreds of spells when you can learn only one and use it to steal hundreds?"

Greg Hildebrandt

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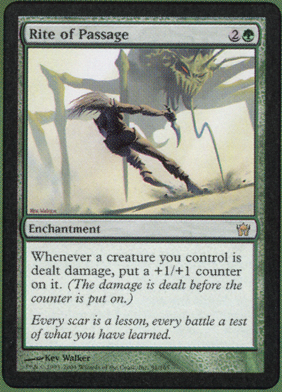

Rite of Passage 2

Enchantment

Whenever a creature you control is dealt damage, put a +1/+1 counter on it. *(The damage is dealt before the counter is put on.)*

Every scar is a lesson, every battle a test of what you have learned.

Kev Walker

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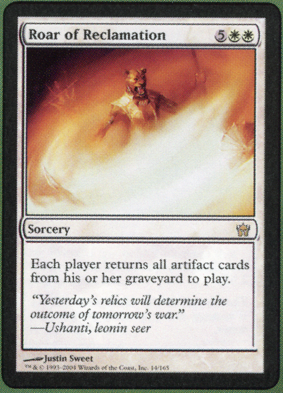

Roar of Reclamation 5

Sorcery

Each player returns all artifact cards from his or her graveyard to play.

"Yesterday's relics will determine the outcome of tomorrow's war."
—Ushanti, leonin seer

Justin Sweet

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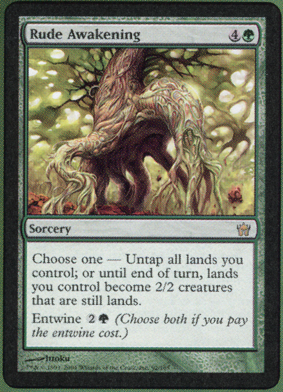

Rude Awakening 4

Sorcery

Choose one — Untap all lands you control; or until end of turn, lands you control become 2/2 creatures that are still lands.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Itoku

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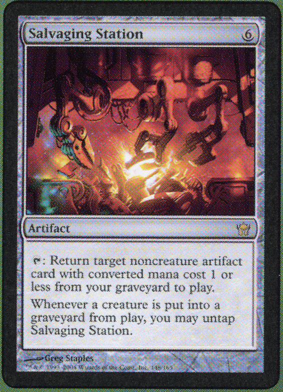

Salvaging Station 6

Artifact

: Return target noncreature artifact card with converted mana cost 1 or less from your graveyard to play.

Whenever a creature is put into a graveyard from play, you may untap Salvaging Station.

Greg Staples

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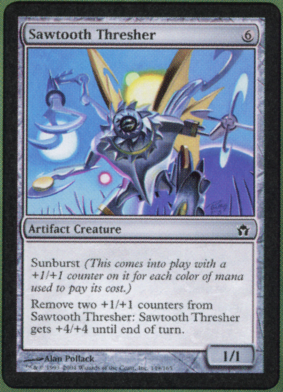

Sawtooth Thresher 6

Artifact Creature

Sunburst *(This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)*

Remove two +1/+1 counters from Sawtooth Thresher: Sawtooth Thresher gets +4/+4 until end of turn.

1/1

Alan Pollack

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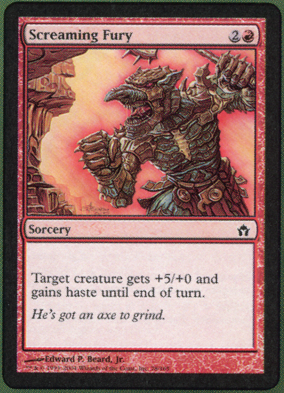

Screaming Fury 2

Sorcery

Target creature gets +5/+0 and gains haste until end of turn.

He's got an axe to grind.

Edward P. Beard, Jr.

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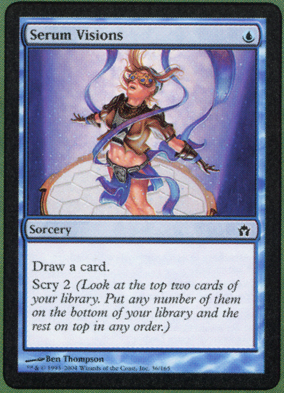

Serum Visions

Sorcery

Draw a card.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Ben Thompson

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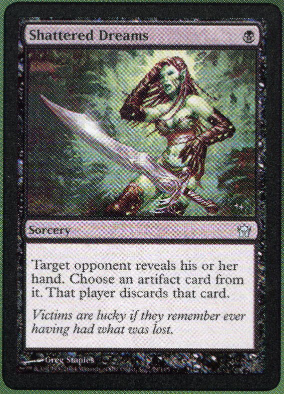

Shattered Dreams

Sorcery

Target opponent reveals his or her hand. Choose an artifact card from it. That player discards that card.

Victims are lucky if they remember ever having had what was lost.

Greg Staples

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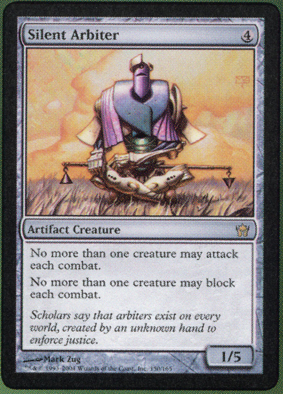

Silent Arbiter 4

Artifact Creature

No more than one creature may attack each combat.

No more than one creature may block each combat.

Scholars say that arbiters exist on every world, created by an unknown hand to enforce justice.

1/5

Mark Zug

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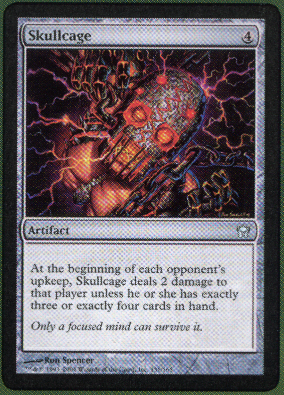

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

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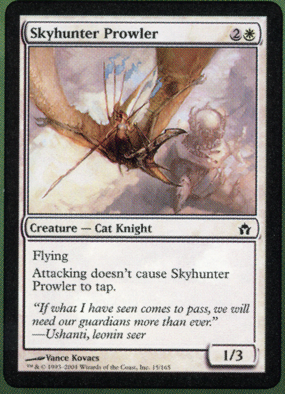

Skyhunter Prowler 2

Creature — Cat Knight

Flying

Attacking doesn't cause Skyhunter Prowler to tap.

"If what I have seen comes to pass, we will need our guardians more than ever."
—Ushanti, leonin seer

1/3

Vance Kovacs

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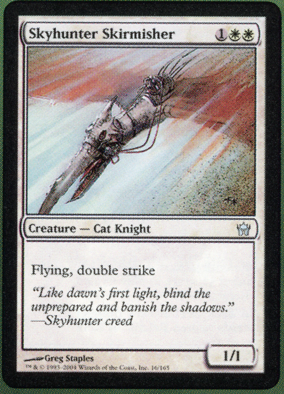

Skyhunter Skirmisher 1

Creature — Cat Knight

Flying, double strike

"Like dawn's first light, blind the unprepared and banish the shadows."
—Skyhunter creed

1/1

Greg Staples

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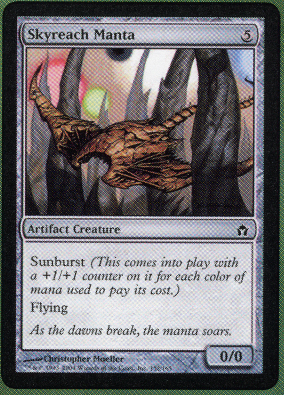

Skyreach Manta 5

Artifact Creature

Sunburst *(This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)*

Flying

As the dawns break, the manta soars.

0/0

Christopher Moeller

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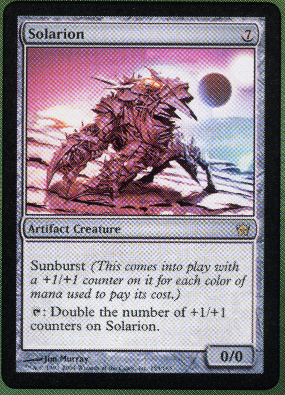

Solarion 7

Artifact Creature

Sunburst *(This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)*

: Double the number of +1/+1 counters on Solarion.

0/0

Jim Murray

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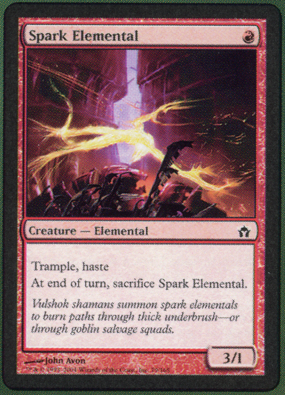


Spark Elemental Ⓡ

Creature — Elemental

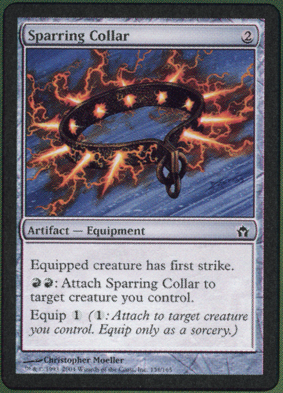
Trample, haste

At end of turn, sacrifice Spark Elemental.

Vulshok shamans summon spark elementals to burn paths through thick underbrush—or through goblin salvage squads.

John Avon

3/1



Sparring Collar 2

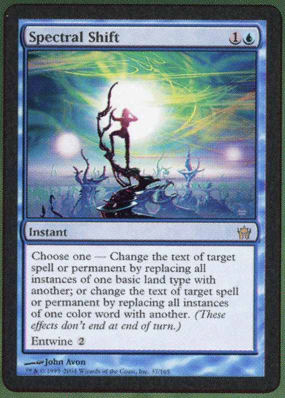
Artifact — Equipment

Equipped creature has first strike.

ⓇⓇ: Attach Sparring Collar to target creature you control.

Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery.)*

Christopher Moeller



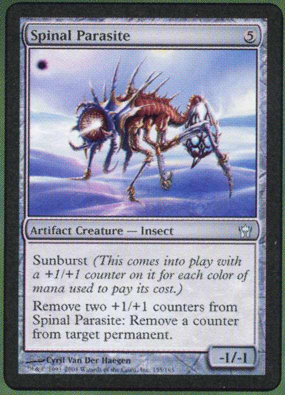
Spectral Shift 1Ⓤ

Instant

Choose one — Change the text of target spell or permanent by replacing all instances of one basic land type with another; or change the text of target spell or permanent by replacing all instances of one color word with another. *(These effects don't end at end of turn.)*

Entwine 2

John Avon



Spinal Parasite 5

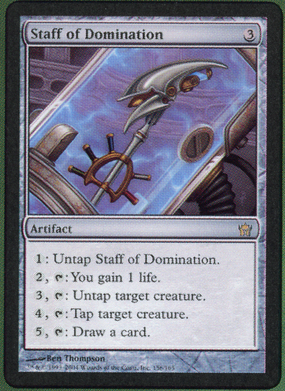
Artifact Creature — Insect

Sunburst *(This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)*

Remove two +1/+1 counters from Spinal Parasite: Remove a counter from target permanent.

Cyril Van Der Haegen

-1/-1



Staff of Domination 3

Artifact

1: Untap Staff of Domination.

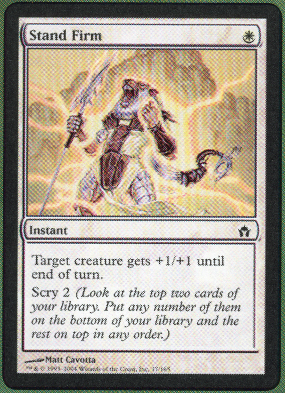
2, Ⓣ: You gain 1 life.

3, Ⓣ: Untap target creature.

4, Ⓣ: Tap target creature.

5, Ⓣ: Draw a card.

Ben Thompson



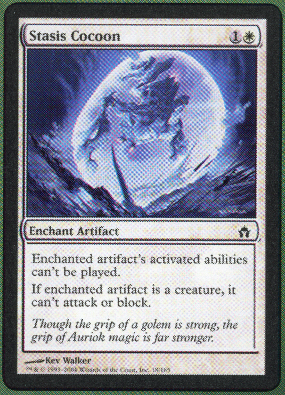
Stand Firm Ⓦ

Instant

Target creature gets +1/+1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta



Stasis Cocoon 1Ⓦ

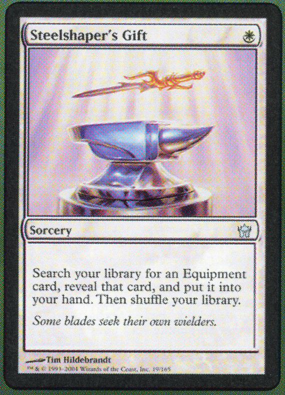
Enchant Artifact

Enchanted artifact's activated abilities can't be played.

If enchanted artifact is a creature, it can't attack or block.

Though the grip of a golem is strong, the grip of Auriok magic is far stronger.

Kev Walker



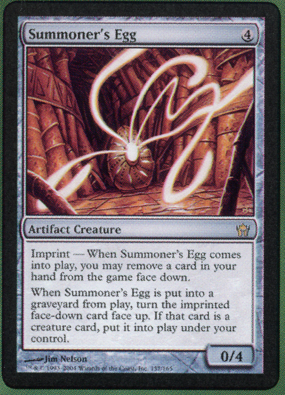
Steelshaper's Gift Ⓦ

Sorcery

Search your library for an Equipment card, reveal that card, and put it into your hand. Then shuffle your library.

Some blades seek their own wielders.

Tim Hildebrandt



Summoner's Egg 4

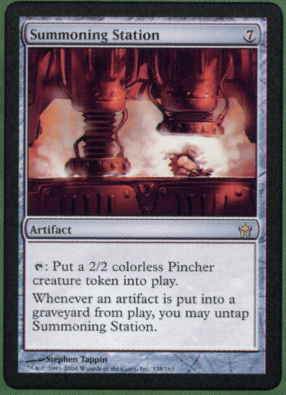
Artifact Creature

Imprint — When Summoner's Egg comes into play, you may remove a card in your hand from the game face down.

When Summoner's Egg is put into a graveyard from play, turn the imprinted face-down card face up. If that card is a creature card, put it into play under your control.

Jim Nelson

0/4



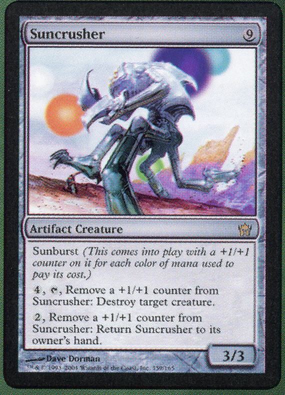
Summoning Station 7

Artifact

Ⓣ: Put a 2/2 colorless Pincher creature token into play.

Whenever an artifact is put into a graveyard from play, you may untap Summoning Station.

Stephen Tappin



Suncrusher 9

Artifact Creature

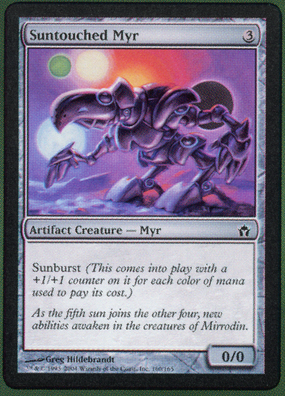
Sunburst *(This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)*

4, Ⓣ, Remove a +1/+1 counter from Suncrusher: Destroy target creature.

2, Remove a +1/+1 counter from Suncrusher: Return Suncrusher to its owner's hand.

Dave Dorman

3/3



Suntouched Myr 3

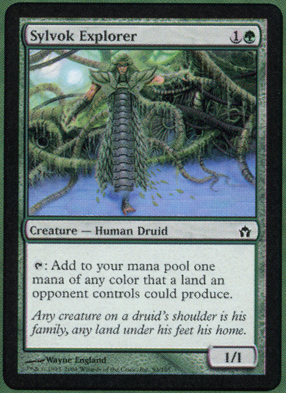
Artifact Creature — Myr

Sunburst *(This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)*

As the fifth sun joins the other four, new abilities awaken in the creatures of Mirrodin.

Greg Hildebrandt

0/0



Sylvok Explorer 1Ⓖ

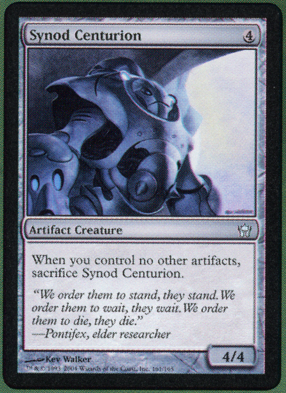
Creature — Human Druid

Ⓣ: Add to your mana pool one mana of any color that a land an opponent controls could produce.

Any creature on a druid's shoulder is his family, any land under his feet his home.

Wayne England

1/1



Synod Centurion 4

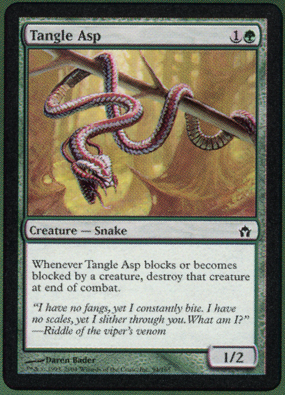
Artifact Creature

When you control no other artifacts, sacrifice Synod Centurion.

"We order them to stand, they stand. We order them to wait, they wait. We order them to die, they die."
—Pontifex, elder researcher

Kev Walker

4/4



Tangle Asp 1Ⓖ

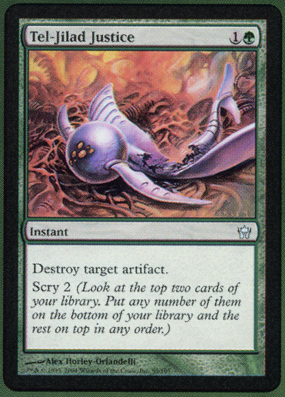
Creature — Snake

Whenever Tangle Asp blocks or becomes blocked by a creature, destroy that creature at end of combat.

"I have no fangs, yet I constantly bite. I have no scales, yet I slither through you. What am I?"
—Riddle of the viper's venom

Daren Bader

1/2



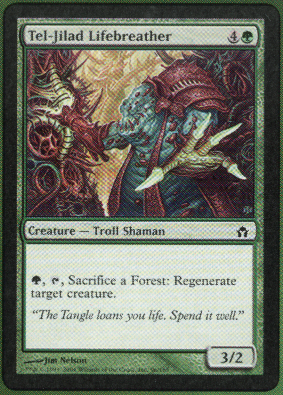
Tel-Jilad Justice 1Ⓖ

Instant

Destroy target artifact.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Alex Horley-Orlandelli



Tel-Jilad Lifebreather 4●

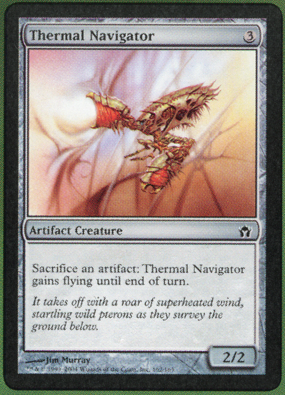
Creature — Troll Shaman

●, ↷, Sacrifice a Forest: Regenerate target creature.

"The Tangle loans you life. Spend it well."

Jim Nelson

3/2



Thermal Navigator 3

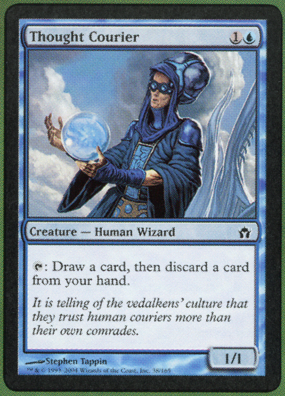
Artifact Creature

Sacrifice an artifact: Thermal Navigator gains flying until end of turn.

It takes off with a roar of superheated wind, startling wild pterons as they survey the ground below.

Jim Murray

2/2



Thought Courier 1●

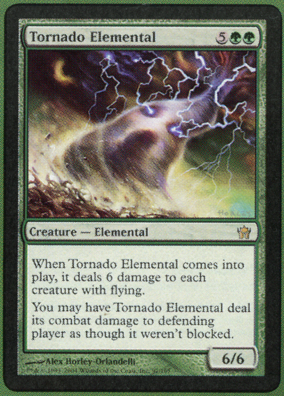
Creature — Human Wizard

↷: Draw a card, then discard a card from your hand.

It is telling of the vedalkens' culture that they trust human couriers more than their own comrades.

Stephen Tappin

1/1



Tornado Elemental 5●●

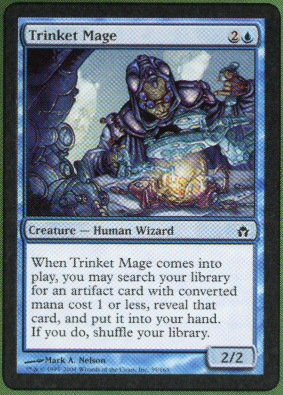
Creature — Elemental

When Tornado Elemental comes into play, it deals 6 damage to each creature with flying.

You may have Tornado Elemental deal its combat damage to defending player as though it weren't blocked.

Alex Horley-Orlandelli

6/6



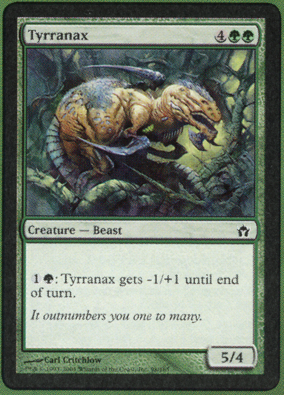
Trinket Mage 2●

Creature — Human Wizard

When Trinket Mage comes into play, you may search your library for an artifact card with converted mana cost 1 or less, reveal that card, and put it into your hand. If you do, shuffle your library.

Mark A. Nelson

2/2



Tyrranax 4●●

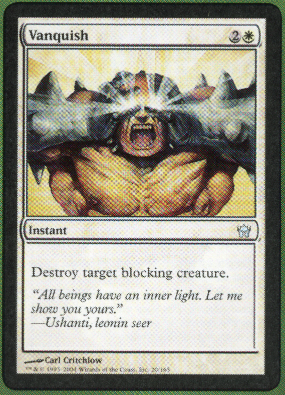
Creature — Beast

1●: Tyrranax gets -1/+1 until end of turn.

It outnumbers you one to many.

Carl Critchlow

5/4



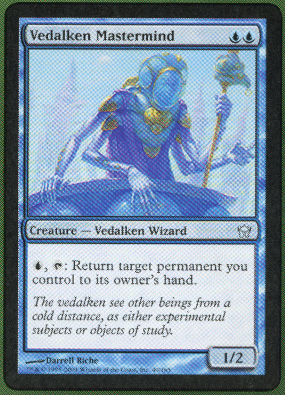
Vanquish 2●

Instant

Destroy target blocking creature.

"All beings have an inner light. Let me show you yours."
—Ushanti, leonin seer

Carl Critchlow



Vedalken Mastermind ●●

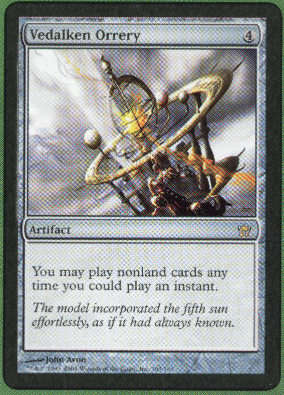
Creature — Vedalken Wizard

●, ↷: Return target permanent you control to its owner's hand.

The vedalken see other beings from a cold distance, as either experimental subjects or objects of study.

Darrell Riche

1/2



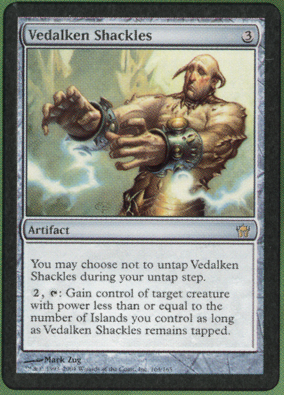
Vedalken Orrery 4

Artifact

You may play nonland cards any time you could play an instant.

The model incorporated the fifth sun effortlessly, as if it had always known.

John Avon



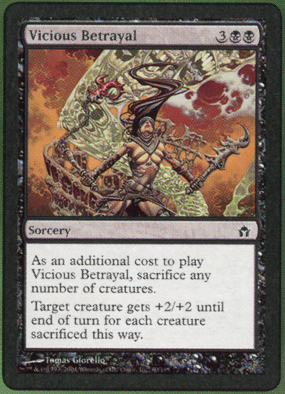
Vedalken Shackles 3

Artifact

You may choose not to untap Vedalken Shackles during your untap step.

2, ↷: Gain control of target creature with power less than or equal to the number of Islands you control as long as Vedalken Shackles remains tapped.

Mark Zug



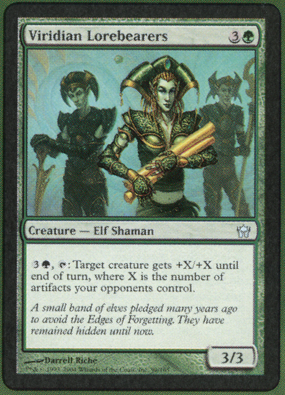
Vicious Betrayal 3●●

Sorcery

As an additional cost to play Vicious Betrayal, sacrifice any number of creatures.

Target creature gets +2/+2 until end of turn for each creature sacrificed this way.

Tomas Giorello



Viridian Lorebearers 3●

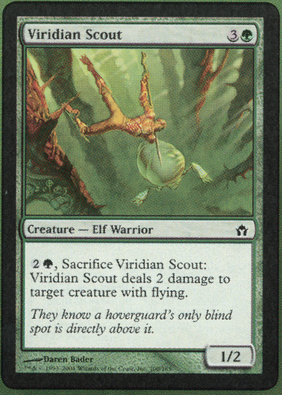
Creature — Elf Shaman

3●, ↷: Target creature gets +X/+X until end of turn, where X is the number of artifacts your opponents control.

A small band of elves pledged many years ago to avoid the Edges of Forgetting. They have remained hidden until now.

Darrell Riche

3/3



Viridian Scout 3●

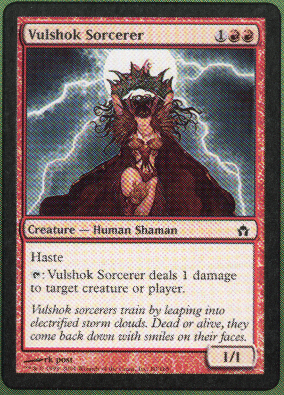
Creature — Elf Warrior

2●, Sacrifice Viridian Scout: Viridian Scout deals 2 damage to target creature with flying.

They know a hoverguard's only blind spot is directly above it.

Daren Bader

1/2



Vulshok Sorcerer 1●●

Creature — Human Shaman

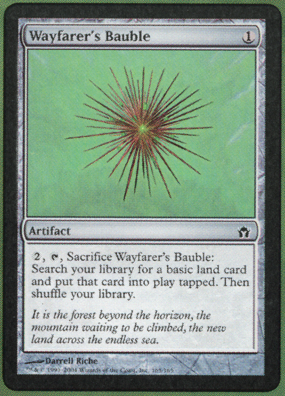
Haste

↷: Vulshok Sorcerer deals 1 damage to target creature or player.

Vulshok sorcerers train by leaping into electrified storm clouds. Dead or alive, they come back down with smiles on their faces.

rk post

1/1



Wayfarer's Bauble 1

Artifact

2, ↷, Sacrifice Wayfarer's Bauble: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

It is the forest beyond the horizon, the mountain waiting to be climbed, the new land across the endless sea.

Darrell Riche

FIFTH DAWN

CARD CHECKLIST

WHITE

○☐ 1 C Abuna's Chant
○☐ 2 C Armed Response
○☐ 3 R Auriok Champion
○☐ 4 U Auriok Salvagers
○☐ 5 R Auriok Windwalker
○☐ 6 R Beacon of Immortality
○☐ 7 R Bringer of the White Dawn
○☐ 8 U Circle of Protection: Artifacts
○☐ 9 C Leonin Squire
○☐ 10 C Loxodon Anchorite
○☐ 11 U Loxodon Stalwart
○☐ 12 R Raksha Golden Cub
○☐ 13 R Retaliate
○☐ 14 R Roar of Reclamation
○☐ 15 C Skyhunter Prowler
○☐ 16 U Skyhunter Skirmisher
○☐ 17 C Stand Firm
○☐ 18 C Stasis Cocoon
○☐ 19 U Steelshaper's Gift
○☐ 20 U Vanquish

BLUE

○☐ 21 R Acquire
○☐ 22 C Advanced Hoverguard
○☐ 23 R Artificer's Intuition
○☐ 24 R Beacon of Tomorrows
○☐ 25 R Blinkmoth Infusion
○☐ 26 R Bringer of the Blue Dawn
○☐ 27 C Condescend
○☐ 28 U Disruption Aura
○☐ 29 C Early Frost
○☐ 30 U Eyes of the Watcher
○☐ 31 U Fold into Æther
○☐ 32 R Hoverguard Sweepers
○☐ 33 C Into Thin Air
○☐ 34 U Plasma Elemental
○☐ 35 U Qumulox
○☐ 36 C Serum Visions
○☐ 37 R Spectral Shift
○☐ 38 C Thought Courier
○☐ 39 C Trinket Mage
○☐ 40 U Vedalken Mastermind

BLACK

○☐ 41 R Beacon of Unrest
○☐ 42 C Blind Creeper
○☐ 43 R Bringer of the Black Dawn
○☐ 44 C Cackling Imp
○☐ 45 R Desecration Elemental
○☐ 46 U Devour in Shadow
○☐ 47 C Dross Crocodile
○☐ 48 U Ebon Drake
○☐ 49 R Endless Whispers
○☐ 50 C Fill with Fright
○☐ 51 C Fleshgrafter
○☐ 52 C Lose Hope
○☐ 53 R Mephidross Vampire
○☐ 54 R Moriok Rigger
○☐ 55 U Night's Whisper
○☐ 56 U Nim Grotesque
○☐ 57 R Plunge into Darkness
○☐ 58 U Relentless Rats
○☐ 59 U Shattered Dreams
○☐ 60 C Vicious Betrayal

RED

○☐ 61 R Beacon of Destruction
○☐ 62 R Bringer of the Red Dawn
○☐ 63 R Cosmic Larva
○☐ 64 U Feedback Bolt
○☐ 65 U Furnace Whelp
○☐ 66 C Goblin Brawler
○☐ 67 R Granulate
○☐ 68 R Ion Storm
○☐ 69 U Iron-Barb Hellion
○☐ 70 U Krark-Clan Engineers
○☐ 71 C Krark-Clan Ogre
○☐ 72 R Magma Giant
○☐ 73 U Magma Jet
○☐ 74 U Magnetic Theft
○☐ 75 C Mana Geyser
○☐ 76 C Rain of Rust
○☐ 77 R Reversal of Fortune
○☐ 78 C Screaming Fury
○☐ 79 C Spark Elemental
○☐ 80 C Vulshok Sorcerer

GREEN

○☐ 81 R All Suns' Dawn
○☐ 82 R Beacon of Creation
○☐ 83 R Bringer of the Green Dawn
○☐ 84 U Channel the Suns
○☐ 85 C Dawn's Reflection
○☐ 86 U Eternal Witness
○☐ 87 U Fangren Pathcutter
○☐ 88 C Ferocious Charge
○☐ 89 R Joiner Adept
○☐ 90 U Ouphe Vandals
○☐ 91 R Rite of Passage
○☐ 92 R Rude Awakening
○☐ 93 C Sylvok Explorer
○☐ 94 C Tangle Asp
○☐ 95 U Tel-Jilad Justice
○☐ 96 C Tel-Jilad Lifebreather
○☐ 97 R Tornado Elemental
○☐ 98 C Tyrranax
○☐ 99 U Viridian Lorebearers
○☐ 100 C Viridian Scout

ARTIFACTS

○☐ 101 C Anodet Lurker
○☐ 102 U Arachnoid
○☐ 103 U Arcbound Wanderer
○☐ 104 U Avarice Totem
○☐ 105 C Baton of Courage
○☐ 106 C Battered Golem
○☐ 107 U Blasting Station
○☐ 108 U Chimeric Coils
○☐ 109 R Clearwater Goblet
○☐ 110 U Clock of Omens
○☐ 111 U Composite Golem
○☐ 112 C Conjurer's Bauble
○☐ 113 C Cranial Plating
○☐ 114 R Crucible of Worlds
○☐ 115 R Door to Nothingness
○☐ 116 R Doubling Cube
○☐ 117 U Energy Chamber
○☐ 118 R Engineered Explosives
○☐ 119 U Ensouled Scimitar
○☐ 120 R Eon Hub
○☐ 121 U Etched Oracle
○☐ 122 U Ferropede
○☐ 123 R Fist of Suns
○☐ 124 U Gemstone Array
○☐ 125 U Goblin Cannon
○☐ 126 U Grafted Wargear
○☐ 127 U Grinding Station
○☐ 128 U Guardian Idol
○☐ 129 C Healer's Headdress
○☐ 130 C Heliophial
○☐ 131 R Helm of Kaldra
○☐ 132 C Horned Helm
○☐ 133 U Infused Arrows
○☐ 134 U Krark-Clan Ironworks
○☐ 135 U Lantern of Insight
○☐ 136 U Lunar Avenger
○☐ 137 R Mycosynth Golem
○☐ 138 C Myr Quadropod
○☐ 139 C Myr Servitor
○☐ 140 C Neurok Stealthsuit
○☐ 141 C Opaline Bracers
○☐ 142 U Paradise Mantle
○☐ 143 C Pentad Prism
○☐ 144 R Possessed Portal
○☐ 145 C Razorgrass Screen
○☐ 146 R Razormane Masticore
○☐ 147 U Relic Barrier
○☐ 148 R Salvaging Station
○☐ 149 C Sawtooth Thresher
○☐ 150 R Silent Arbiter
○☐ 151 U Skullcage
○☐ 152 C Skyreach Manta
○☐ 153 R Solarion
○☐ 154 C Sparring Collar
○☐ 155 U Spinal Parasite
○☐ 156 R Staff of Domination
○☐ 157 R Summoner's Egg
○☐ 158 R Summoning Station
○☐ 159 R Suncrusher
○☐ 160 C Suntouched Myr
○☐ 161 U Synod Centurion
○☐ 162 C Thermal Navigator
○☐ 163 R Vedalken Orrery
○☐ 164 R Vedalken Shackles
○☐ 165 C Wayfarer's Bauble

○ = Regular card ☐ = Premium card C = Common U = Uncommon R = Rare

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